

# Brian Tufts

btufts@andrew.cmu.edu • (540) 771-0317 • linkedin/brian-tufts • Google Scholar: bit.ly/gs-btufts

---

## EDUCATION

**Carnegie Mellon University – Language Technologies Institute, School of Computer Science** Pittsburgh, PA  
Master of Science in Artificial Intelligence and Innovation | GPA: 4.0/4.0 May 2025

Coursework (Grade): Deep Learning (A+), Advanced NLP (A), Code Generation (A+), Machine Learning (A), AI Engineering (A+)

Graduate Research Assistant: [Lei Lab], Responsible AI, Generated content detection

**University of Virginia - School of Engineering and Applied Sciences** Charlottesville, VA  
Bachelor of Science in Computer Science, Bachelor of Arts in Physics | Major GPA: 4.0/4.0 December 2022

Teaching Assistant (TA): Machine Learning, Data Structures and Algorithms, Computer Architecture

Research Assistant: [Mu2e experiment], Fermilab's \$271 million particle physics experiment

---

## PROFESSIONAL EXPERIENCE

**Leidos** Reston, VA  
AI/ML Research Scientist (Part-time) May 2024 – Present

- Enhancing the management of semi-autonomous aircraft using **multi-agent** and **multi-objective** reinforcement learning
- Enabled training of conflict resolution agents using a **time series algorithm** to model futures states of a busy airspace
- Improved reliability of a separation system by **10%** using model based and physics-informed **reinforcement learning**

AI/ML Research Intern May 2023 – July 2023

- Deployed YOLOv5 **object detection** on the edge by reducing computational costs by **70%** using a **split learning** design
- Implemented privacy and compute flexibility for **supervised learning** on edge devices by designing a multi-stage server

**IBM** Durham, NC  
Backend Development Engineer Intern May 2022 – August 2022

- Optimized **cloud deployment** of IBM Z environments, improving start up time by **90%** using a custom **DHCP client** in C

**Amazon Web Services** Seattle, WA  
Software Development Engineer Intern May 2021 – August 2021

- Assisted **20+** internal teams identify server health issues using a **web tool** to query and display data from a **DynamoDB**

---

## PUBLICATIONS & RESEARCH EXPERIENCES

**Publication @ NeurIPS 2024 SGA| NLP: AI Detector Evaluation | [Paper] | [GitHub]** Pittsburgh, PA  
Generative AI Research / Advisor: Prof. Lei Li, CMU Language Technologies Institute August 2024 – December 2024

- Evaluated 7 **AI text detectors** across 7 tasks and 4 languages using unseen models and built a new dataset of **10k+** texts
- Exposed limitations of AUROC, advocating TPR@FPR for a more practical evaluation of machine-generated text detectors

**Deep Learning Final Project | NLP: Quantification of LLM Confidence | [Paper] | [GitHub]** Pittsburgh, PA  
Generative AI Research / Advisor: Prof. Bhiksha Raj, CMU Language Technologies Institute January 2024 – May 2024

- Improved AUROC by **37%** and ECE by **85%** by developing three new methods to robustly evaluate LLM self-confidence

**Adv. NLP Final Project | NLP: Knowledge Graph QA | [Paper]** Pittsburgh, PA  
Generative AI Research / Advisor: Prof. Graham Neubig, CMU Language Technologies Institute January 2024 – May 2024

- Designed models combining **knowledge graphs** with text-based **encoders**, achieving a **2.5%** higher F1 than baseline

---

## PROJECTS

**Algorithmic Trading | [GitHub]** August 2024 – December 2024

- Developed an **algorithmic trading** toolkit and optimized **4** trading strategies across **10** currency pairs using backtesting
- Achieved multiple profit factors above **1.5** with thorough **Monte Carlo**, out of sample, and vs. random robustness testing

**Pruning Neural Networks | [Paper]** January 2024 – May 2024

- Implemented three state-of-the-art network pruning techniques, achieving a **2%** increase in accuracy with **95%** sparsity

**Bloons TD6 AI | [GitHub]** August 2022 – December 2022

- Directed a team of 3 to develop an AI agent using genetic algorithms and **Q-learning**, reaching round **98** in Bloons TD 6
- Improved start time by **50%** through **multithreading** game state retrieval, reducing training time by **20%** per episode

---

## SKILLS

**Programming Languages:** Python | JavaScript | C/C++ | Java | HTML/CSS

**Libraries:** PyTorch | TensorFlow | Scikit-Learn | Hugging Face Transformers | vLLM | LangChain | Keras | Flower | NumPy

**Frameworks/Tools:** AWS | Azure | Spark | Pandas | PostgreSQL | Git | Unix/Bash | Docker | NodeJS | ReactJS | CUDA