

BRIAN MOHR

Software Engineer

CONTACT

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EDUCATION

SUNY Potsdam
(B.S.) Computer Science
Graduated May, 2025
President's list (all semesters, summa cum laude)
Cum. GPA: 3.9/4.0

SUNY Potsdam
(B.A.) Mathematics
Graduated May, 2025
President's list (all semesters, summa cum laude)
Cum. GPA: 4.0/4.0

TECHNICAL SKILLS

PROGRAMMING LANGUAGES
Java, Python, C/C++,
JavaScript, MySQL, HTML, CSS

AI/MACHINE LEARNING
TensorFlow, PyTorch, BERT,
RNN, LLM Training

DEVELOPMENT
Git, GitHub, Gradle, Agile,
Scrum, Object-Oriented
Programming (OOP)

OPERATING SYSTEMS
Linux, UNIX, Windows

SOCIETIES & LEADERSHIP

CS BOARD OF ADVISORS
May 2025 - present

**ASSOCIATION FOR
COMPUTING
MACHINERY (ACM) STUDENT
CHAPTER**

Aug 2022 - May 2025
**PI MU EPSILON HONORS
SOCIETY**
Jan 2025 - May 2025

SUMMARY

Highly Accomplished Software Engineer with 4+ years of experience in software development, AI training, and technical project leadership. Proven expertise in Python, Java, and C/C++, delivering high-quality, maintainable code within Agile/Scrum environments. Seeking to leverage a strong foundation in object-oriented programming, data structures, and Unix-like systems to drive innovation in a Software Engineer role.

WORK EXPERIENCE

Software Developer - AI Trainer | DataAnnotation

June 2025 - Present

- Produced high-quality code and detailed explanations for ground truth, accelerating model training and comprehension.
- Evaluated and debugged 50+ AI-generated code solutions, providing structured feedback to improve model output quality
- Authored and solved 30+ coding problems to generate training datasets for next-gen AI/LLMs.

Computer Science Intern | TelosAir

May 2024 - Aug 2024

- Engineered and deployed Bluetooth Low Energy (BLE) software for TelosAir sensors, achieving 100% stable wireless communication.
- Automated Debian packaging using Bash scripts, cutting deployment time by 50% across the internal PiOS distribution.
- Conducted rigorous system testing and debugging, resolving 20+ critical bugs on the embedded Linux platform

Computer Science Tutor | SUNY Potsdam

Aug 2023 - May 2025

- Tutored 20+ undergraduates in introductory/intermediate CS, including Data Structures and OOP.
- Created practice problems and reviewed code to enhance student debugging and problem-solving skills.
- Collaborated with faculty to align tutoring strategies with course objectives

PROJECTS

Sentiment Classification | AI Course Project

- Architected a hybrid RNN model with BERT embeddings for IMDB sentiment classification.
- Achieved a final F1-score of 82.04% and an accuracy of 81.37% on the evaluation dataset.
- Conducted extensive hyperparameter tuning using PyTorch for optimal sequence classification.

Game of Cells | Educational Biology Game

- Co-led a 4-person team to develop a 2D real-time resource management game for biology education.
- Designed player mechanics and visual feedback systems to reinforce scientific accuracy in a fun, cartoonish environment.
- Utilized Scrum methodology across 5 sprints, managing version control via Git/GitHub for on-schedule delivery.