Campbell Hoskins

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Student at Stanford University studying computer science with a focus on artificial intelligence and machine learning. Experience working on backend webapp development and NLP.

Education

Stanford University | B.S. Computer Science | Sept 2021 - June 2025

GPA: 4.00 / 4.00

Relevant Coursework:

- Computer Organization & Systems, Design and Analysis of Algorithms, Probability for Computer Scientists, Operating System Principles, Natural Language Processing
- Linear Algebra and Multivariable Calculus, Math. Foundations of Computing, Cryptocurrencies and Blockchain Technologies, Artificial Intelligence: Principles and Techniques

Work Experience

Microsoft | Software Engineering Intern | June 2024 - Present

- Currently developing ML key metric extraction system within Windows Performance Analyzer Axle Access | Software Engineering Intern | June 2023 Sept 2023
 - Developed, managed, and implemented the startup's meeting intelligence API deployed to investor relations teams at public companies.
 - Leveraged LLM technologies including LangChain, OpenAi API and vector similarity to automatically convert raw meeting transcripts to insights and analysis.

Technical Skills

Programming Languages: Java | C++ | C | Python | SQL | Solidity | Javascript | C# **Artificial Intelligence and Machine Learning:** NLP | LangChain | OpenAi | ML.NET

Database Management: PostgreSQL | JPA Repository | Pinecone Vector Database | Flask-SQLAlchemy |

Hibernate | Django

Web Development: Flask | Spring Boot | REST APIs | Postman *Cloud Services*: Amazon Web Services S3 & SES | Heroku | Azure

Data Science: Pandas | NumPy

Other: Git | Redis Worker | Unix | Public Speaking

Awards / Certifications

2019 | Eagle Scout | Boy Scouts of America

2019 | Gold Young Adult Presidential Service Award (260 hours)

Projects

NBA Scheduled Losses – Machine learning model with feature engineering centered around team fatigue factors to predict "scheduled losses" in the NBA schedule.

Movie Recommender Chatbot - Developed a chatbot using item-item collaborative filtering to recommend movies to users based on their reviews.

Techniques used: NLP, Vector Semantics, Naïve Bayes and Sentiment Analysis