

Vladislav Kondratyev

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EDUCATION

The University of Texas at Dallas | Bachelor's Degree in Computer Science | GPA: 3.84 | May 2027

- Head of Software Engineering at UTD AIAA, Comet Robotics, UTD ACM, and UTD BioTech
- Undergraduate Researcher:
 - VR Behavioral Recognition & Brain Science Lab (**Dr. Ravi**) & Early Cancer Cell Detection Lab (**Dr. Fang**)
- Participated in 13 hackathons:
 - Winner: HackSMU 2024, HackRice 2025, HackAI 2025, Amazon's Beyond Limits Hackathon 2024, HackTX 2024, UTD JSOM FinHack 2025

TECHNICAL SKILLS

Programming Languages: Python, Java, JavaScript, TypeScript, C++, C#, Go, SQL, Bash, HTML, CSS, PHP, Ruby, Rust

Frameworks & Libraries: React, Node.js, FastAPI, Flask, Express.js, Redux, Tailwind CSS, Next.js, Vite, NPM, Expo

Cloud & DevOps: AWS (EC2, Lambda, SageMaker, Lex), Google Cloud Platform (GCP), Kubernetes, Docker, Jenkins, Vercel, GitHub Actions, CI/CD

AI / Machine Learning: TensorFlow, PyTorch, LightGBM, RoBERTa, OpenVINO, GenAI, NLP, AWS Q

Databases: PostgreSQL, MongoDB, MySQL, GraphQL, ChromaDB

Developer Tools & Practices: REST API Development, API Design (Swagger, Postman), UX/UI Design, Data Engineering, Microservices Architecture, Backend Optimization, Testing, Code Review, SaaS Platforms, Debugging, Agile & Scrum

PROFESSIONAL EXPERIENCE

Intel Corporation | Software Engineer Intern - XeSS Team | Austin, TX | May 2025 - Aug 2025

- Optimized and integrated XeSS 2.x into AAA and indie game pipelines by collaborating with GPU driver teams and game studios, **improving frame rates by up to 40%** with minimal image degradation across **Intel and non-Intel GPUs**.
- Developed and maintained AI-powered super-resolution shaders in **HLSL and DPC++**, reducing temporal artifacts and **improving image stability by 25%** in motion-intensive scenes across **Vulkan and DirectX 12** titles.
- Refactored model deployment pipeline using **C++, PyTorch, and OpenVINO**, reducing model inference time by 35% and enabling real-time AI-based upscaling for new **Intel Arc GPUs**.

CNF Technologies | Full Stack Engineer | San Antonio, TX (Contract) | Aug 2024 - Present

- Developed and deployed distributed, high-performance processing systems in an **Agile DevSecOps** environment, **improving system throughput by 20%** and reducing overall latency.
- Engineered and optimized networking and protocol layers using **Python and Java**, **boosting data transmission efficiency by 15%** through bottleneck mitigation across distributed services used by **15,000 users**.
- Diagnosed and resolved critical system-level issues on **Linux-based production** infrastructure, resulting in a **25% reduction in system downtime**.
- Collaborated with **cybersecurity and platform teams** to integrate scalable, secure microservices architecture, improving fault tolerance and audit traceability.

The AYODE Institute | Founding Software Engineer | Allen, TX | Sep 2024 – Present

- Spearheaded the development and strategic rollout of **educational software platforms** adopted across **school districts in Pennsylvania, Washington, and Texas**, enabling **100,000+ K-12 students** to access interactive learning in every school subject.
- Led **20-person cross-functional team** to implement a Learning Object Repository (LOR), serving over **100,000+ students and 3,000+ educators**, improving discoverability **3x** during peak exam windows.
- Drove front-end architecture decisions using **React, TypeScript, and Tailwind CSS**, enhancing **UX** for students and educators while aligning releases with academic calendars through agile and milestone-based planning.
- Optimized backend performance (**Node.js, JavaScript, GO**) and cut server response times by 25%, enabling platform scalability during district-wide load tests supporting **10K+ concurrent users**.

Revent | Founding Software Engineer | Bronxville, NY (Remote) | Sep 2024 - Apr 2025

- Built and deployed a scalable SaaS financial tracking platform from scratch, serving **1,000+ users and handling \$300,000 in transactions/month**, cutting latency by 40% using **Express.js, Tailwind CSS, and MongoDB**.
- Engineered a real-time expense monitoring system using **WebSockets**, which cut financial discrepancies by 25% through live validation and event-driven architecture.
- Accelerated deployment cycles by 60% by implementing **CI/CD** pipelines via **GitHub Actions + Docker**, achieving **99.9% availability** during live financial events.

PERSONAL PROJECTS

MindCore (Solo Project) | Jan 2023 - Present

- Architected an **emotionally intelligent AI companion** chatbot integrating **custom NLU models with advanced LLMs**, achieving **98% accuracy in emotional state detection** and personalized interaction patterns.
- Implemented **dynamic memory architecture** to retain and contextualize user conversations, preferences, and life events, with proactive check-in functionality using **Python, TensorFlow, and a fine-tuned RoBERTa-v3** model for emotional context recognition, creating natural conversations that adapt to user's evolving emotional states.

SongDNA (Acquired by Ben Weston Music) | May 2025 - Sep 2025

- Built an AI-powered music analysis platform that extracts **600,000+ structured data** points per track, enabling song similarity discovery and personalized recommendations beyond Spotify/Apple APIs.
- Designed and deployed a scalable data pipeline (**Python, TypeScript, PostgreSQL, REST API**) that processed hundreds of songs into a searchable database, **improving discovery efficiency by 50%** compared to baseline metadata systems.