CHRISTOFER SANROW

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EDUCATION

UCLA Samueli School of Engineering   Los Angeles, CA
Computer Science Major, Digital Humanities Minor   *September 2023 - June 2027 (Expected)*
- GPA: 3.84
- Relevant Courses: Data Structures, Computer Organization, Software Construction, Discrete Structures, Logic Design of Digital Systems, Web Development and GIS

PROJECTS

SEAing Queer | *HTML, JS, CSS, MapLibreGL*
- Engineered web application sharing the on-campus experiences of SE Asian LGBTQ+ UCLA students.
- Utilized **MapLibreGL** and **MapTiler** to geospatially present the surveyed data on an interactive map.
- Cleaned and interpreted survey data through **Google Scripts automation** (to convert locations to latitude/longitudal data and zip codes to cities) and used **PapaParse** to parse the JSON data.

jAIce: Empathetic AI Chatbot | *Python*
- Led back-end development of chatbot webpage, producing empathetic responses to users' expressions.
- Cleaned dataset of ~25000 emotional conversations with **Python** and **Pandas** and processed with **NLTK**.
- Fine-tuned 124M version of GPT-2 using the data with 10,000 steps through **aitextgen** and **Google Colab**.
- Connected backend model with web application using the **Flask** framework and deployed using **Docker**.

UCLA–Westwood Tour Generator | *C++*
- Engineered tour generator for the UCLA area based on desired stops with relevant commentary.
- Utilized hashmap to access set of geopoints, connections, and points of interest in O(1) time.
- Implemented A* algorithm for optimal pathfinding system, reaching all given stops using real street data.

EXPERIENCE

Academic Decathlon "History of Computing" Instructor   October 2023 – February 2024
Providence High School
- Taught curricula including early info processing, general purpose computers, microprocessors, etc.
- Created lecture materials and practice quizzes preparing students for competitive nation-wide exam.

AI on Thumbs Front-end Engineer / UX Designer   September 2022 – November 2022
AI Camp Incubator
- Re-designed AI Camp's AI on Thumbs app, which provides free/convenient access to machine learning education, to establish brand color palette and provide improved visibility/accessibility
- Engineered these designs and features (i.e. quizzes, new lessons) using **React Native**, **Expo**, and **Android Studio**, before presenting the completed application to the company through live demos.

TECHNICAL SKILLS

Languages: C++, Java, Python, JavaScript, HTML, CSS, C#
Frameworks: React Native, ReactJS, Flask
Developer Tools: Unity, Expo, Android Studio, Git, Linux
Libraries: Pytorch, Pandas, MapLibreGL