DARIUS MOLINA

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EDUCATION

University of California, Berkeley — Berkeley, CA

Bachelor of Arts in Cognitive Science

Relevant Coursework: Structure and Interpretation of Computer Programs, Data Structures and Algorithms, Introduction to Software Engineering, Back-end Web Architecture, Computational Models of Cognition

EXPERIENCE

Software Engineer — AI Code Evaluation Specialist — Sep. 2024 – Present

Outlier AI — *Remote*

- Assessed the quality and functionality of AI-generated code, and provided a detailed evaluation rationale.
- Developed efficient, functional solutions to coding challenges to develop AI coding models further.
- Designed and implemented comprehensive test cases to ensure the accuracy of AI-generated code.

Software Engineer — Open-Source — Aug. 2024 – Present

Generellem AI — *Remote*

- Implemented a colorized and visually appealing banner and text output in a .NET-based console demo, improving user experience and readability.
- Enhanced documentation workflow using DocFX and Azure while resolving index generation issues.
- Provided weekly code updates to the CEO and implemented feedback for project improvements.

Business Development Associate — Jan. 2024 – May 2024

Gamefort — *Berkeley, CA*

- Analyzed the eSports betting market to identify gaps and opportunities.
- Collaborated with the founder to develop and refine the Business Model Canvas (BMC).

Computer Science Intern — Aug. 2021 – May 2022

Pilipinx Association for Scientists, Architects, and Engineers — *Berkeley, CA*

- Organized project-based learning HTML, CSS, Java, JavaScript, and Firebase.
- Assisted in coordinating FASTERCON, an annual event for Pilipinx-American professionals in STEAM fields.

PROJECTS

Kain Na! | *React, JavaScript, HTML, CSS, Firebase* — July 2024 – Present

- Developed a full-stack Filipino recipe blog using React, Firebase authentication and storage, and search filtering.
- Implemented user authentication with sign-up, email verification, and account management using Firebase.
- Designed a responsive UI with recipe submission, image uploads, and search functionality.

Console-Based Blackjack | *C#, .NET, Git* — Aug. 2024 – Present

- Developed a Blackjack game using C# and .NET, implementing gameplay and user input handling.
- Utilized advanced null-checking techniques to ensure robust error handling and smooth user interaction within a console environment.

Gitlet | *Java, Integration Testing*

- Developed a simple version control system in Java that mimics some of the basic features of Git.
- Used Java standard library to implement init, add, commit, log, branch, and checkout functions.
- Serialized data in .gitlet file to store old versions of files and commit tree using Serializable interface.

SKILLS

Programming Languages: Python, Java, Ruby, SQL, R, C#
Web Development: HTML, CSS, TypeScript, Ruby on Rails, Flask
Tools and Technologies: React, Bootstrap, REST APIs, DocFX, Azure, Cloudflare, Git, Docker, VS Code, Visual Studio