Angelina Deol

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EDUCATION

University of Illinois, Urbana-Champaign (UIUC)　　　　　　　　Urbana-Champaign, United States
Bachelor of Science in Computer Science　　　　　　　　　　　　　　　　　　Aug 2023 – May 2027
- GPA: 3.86/4.00 (James Scholar and Dean's List Fall '23)
- Minor: Game Studies and Design
- Relevant Courses: Data Structures and Algorithms (Honors), Computer Architecture, Discrete Structures, Linear Algebra, Numerical Methods 1, Probability and Statistics, AI, Game Development

PROFESSIONAL EXPERIENCE

Mamsys | *AI/ML Intern*　　　　　　　　　　　　　　　　　　　　　　　　　Jun 2025 – Aug 2025
- Engineered a multi-agent system for automated lead enrichment and BI document generation using RAG pipelines, vector stores, and generative AI, reducing manual research time by 40%
- Designed and trained a lead scoring framework incorporating multi-dimensional inputs (fit, digital maturity, AI readiness, warmth), improving prospect prioritization accuracy by 25%
- Collaborated with product and sales stakeholders to define output formats and UX flows, delivering tailored PDF reports that align with SDR needs and sales strategies, hence increasing qualified lead conversions by 15%

Techjockey | *Mobile Application Development Intern*　　　　　　　　　　　Jun 2024 – Aug 2024
- Built and deployed a cross-platform learning app in Flutter with JWT authentication and OTP login, serving 1,000+ active users on iOS and Android
- Increased user engagement by 30% via responsive UI/UX, personalized dashboards, and real-time API integration for course updates
- Optimized app performance by implementing API pagination and caching, reducing course page load times by 45%

BioID | *Research Intern*　　　　　　　　　　　　　　　　　　　　　　　　Apr 2022 – Jun 2022
- Reduced false acceptance and rejection rates by 20% in BioID's Active Liveness Detection software by identifying key discrepancies and optimizing detection algorithms, leading to enhanced biometric security
- Improved software accuracy by 25% through thorough analysis and testing of the 'Role of Face Liveness Detection in Biometrics', ensuring more reliable user authentication and system integrity.

INVOLVEMENT

Illini Blockchain | *Full Stack Developer*　　　　　　　　　　　　　　　　　Feb 2025 – Present
- Building foundational skills in Web3 by exploring Solidity, Hardhat, Node.js, and TypeScript for decentralized applications
- Contributing to projects on Web3 infrastructure and NFT standards, expanding technical expertise in blockchain systems

Reflections|Projections | *Marketing Committee Member*　　　　　　　　　　Mar 2025 – Present
- Planned and executed marketing strategies for the largest student-run tech conference in the Midwest, driving outreach, engagement, and brand visibility
- Created digital content that boosted online engagement by 35% and increased early registrations

Alpha Omega Epsilon – Theta Chapter | *Fundraising Chair*　　　　　　　　　May 2025 – Present
- Spearheaded fundraising campaigns with 200+ student participants, surpassing targets by 15% in the first quarter
- Implemented digital sponsorship pipelines and performance tracking to scale donor participation and ROI

HackIllinois | *Experience Team Lead*　　　　　　　　　　　　　　　　　　Jul 2024 – May 2025
- Led the planning and execution of immersive, large-scale events at HackIllinois, including a Greek mythology-themed scavenger hunt, managing cross-functional teams, timelines, and logistics for 1,000+ participants
- Coordinated cross-functional teams (design, tech, logistics) to deliver cohesive user experiences, integrating feedback loops that improved event satisfaction scores by 15% compared to prior year

SKILLS AND INTERESTS

Technical Skills: C++, Python, JavaScript, SQL, React Native, Java, HTML, CSS, Dart, Kotlin, Swift, Machine-Learning
Tools & Technologies: PyTorch, React.js, Node.js, Git, Pandas, Android Studio, Flutter, LangChain, Selenium, Unity, Springboot, Apache Camel, MS Excel, MS Powerpoint, Figma, FigJam
Core Competencies: Full Stack Development, Model Training & Evaluation, API Integration, Business Intelligence, Data Pipelines, Product Strategy, Blockchain Development
Interests: Distinction - Grade 4 Guitar exam conducted by Trinity College London, Sketching, Piano, Psychology, Pickleball, Tennis