Destiny Bright

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Education

B.S. in Computer Science — Expected Dec 2025
Oregon State University — *Corvallis, OR*

B.S. in Biology — May 2021
Pepperdine University — *Malibu, CA*

Experience

Software Engineering AI Intern — Jan 2025 – Present
Pixelogic Media — *Burbank, CA*

- Designed, trained, and deployed a production-grade AI watermarking agent (Python, PyTorch, ffmpeg, AudioSeal) with full ADLC ownership, running 200+ experiments across 5.1/2.0 channel assets, downmixes, and recombinations. Strengthened piracy protection for 1,000+ titles and enabled secure, on-time global streaming releases trusted by studio partners.
- Developed a secure, on-premise conversational generative AI agent integrated into Microsoft Teams using DeepSeek and Llama. Enabled employees to query internal knowledge in real time while ensuring zero client data leakage, improving efficiency and reinforcing trust in enterprise-grade AI solutions.
- Engineered an AI-based Python compliance service to automatically detect and filter offensive terms in subtitle packages. Partnered with studio stakeholders to align on compliance needs, reducing manual review by 80% and preventing costly release delays, which strengthened customer trust in localized content.
- Developed an LLM-driven error categorization agent that processed issue reports and mapped them to correct Hawkeye error codes using prompt engineering. Boosted classification accuracy from 20% to 80%, reducing misclassifications, preventing QC delays, and enabling faster resolution for downstream teams.
- Architected and deployed Llama models on AWS EC2 with SAM templates and Ollama, enabling secure, on-premise hosting of generative AI agents. Cut reliance on external APIs, reduced per-token inference costs at scale, and improved data security by keeping all model operations within internal infrastructure.

Undergraduate Learning Assistant — Mar 2024 – Sep 2024
Oregon State University — *Corvallis, OR*

- Mentored 200+ students in Python programming, teaching data structures, algorithms, debugging, and software engineering best practices to improve course outcomes and strengthen students' ability to build reliable, production-quality systems.
- Performed 1,000+ Python code reviews, providing targeted feedback on unit testing, debugging, performance, and maintainability, strengthening students' ability to write efficient, production-quality software.
- Developed supplemental learning resources such as Python problem sets and solution guides, enabling independent practice and accelerating mastery of foundational CS skills across the cohort.

Projects

D&D Calendar | *JavaScript, React, Flask, ZeroMQ, Node.js, Docker* — *GitHub*

- Built a full-stack campaign management platform for D&D with custom calendar UI, real-time scheduling, and player RSVPs, enabling users to coordinate campaigns seamlessly and reducing manual scheduling overhead.
- Drove end-to-end design and deployment of two standalone Python microservices (Flask-based character sheet API with RBAC and a ZeroMQ-powered dice roller), balancing rapid prototyping with reliable architecture.

Technical Skills

Languages: Python · C# · Node.js · JavaScript · TypeScript · Swift · Go
AI/ML: PyTorch · LLMs · Prompt Engineering · Eval Frameworks · RAG Pipelines · Agent Tooling
Systems & Development: Linux · Distributed Systems · Networking (Sockets) · CI/CD · REST APIs · Databases (PostgreSQL, MySQL) · Full-Stack Development · Unit Testing
Tools & Platforms: Git · Docker · Kubernetes · AWS (EC2, S3, Lambda) · React