Eric S. Guenoun

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www.linkedin.com/in/ericguenoun

Education

Georgia Institute of Technology

Atlanta, GA

Bachelor of Science in Computational Media, GPA: 3.23

Expected Graduation December 2025

- Concentration: Artificial Intelligence and Games
- Florida International University (Freshman year): GPA: 3.8, Bachelor of Science in Computer Science
- Relevant Coursework: Machine Learning, Human-Computer Interaction, Data Structures and Algorithms

Skills

- Technical Skills: Java, Python, HTML, CSS, C#, Unity, Git, Django, NumPy, UI/UX, Luma AI, Excel, Blender
- Languages: English (Native), Spanish (Fluent)

Experience

Outlier AI, AI Training Company

Remote

Software Engineer Intern

June 2024 - August 2024

- Optimized AI models by analyzing user-platform interaction data, identifying patterns, and implementing corrective processes, decreasing user churn rate by 15% and increasing engagement by 20%
- Reviewed and corrected other 50+ "taskers" in training the AI more accurate for future interactions.
- Collaborated on 7+ projects attaining to ChatGPT Improvement, API calls, and Datasets.

Diat, Health and dietician networking app

Miami, FL

Technology Intern (remote)

November 2023 - June 2024

- Developed a comprehensive feedback loop with app users, analyzing insights to drive iterative interface improvements that simplified user workflow and ultimately led to a 10% increase in feature adoption rates.
- Beta-tested the app through daily checks on functionality and aesthetic of the app.

Sleeplay, Sleep apnea equipment company

Miami, FL

Intern

January 2023 - July 2023

- Improved 40+ products' SEO using ahrefs.com, a website tracking the keywords that gain the most online traffic.
- Boosted SEO effectiveness by 10% for products involving sleep apnea equipment such as masks and filters.
- Increased visibility for Sleeplay products by implementing a new meta description framework, which attracted over 1,000 new customers within the first quarter, contributing to a notable rise in sales revenue.

Projects

Empathy Bytes VIP, Vertically Integrated Project

Emerging Technologies Team Member

- Collaborated on a multi-disciplinary team to develop a Virtual Reality archive of Georgia Tech's history in Unity 3D and C#, managing version control and collaboration with Git.
- Imported and polished 3D objects interactive using Blender and Oculus SDK to enhance realism and immersion.

Atlanta Food Finder Webpage

- Developed back-end of Atlanta Food Finder webpage using Django in Python, utilizing the Google Maps API
- Refined UI/UX experience through the implementation of user-friendly functions creating positive experiences that focused on user satisfaction and ease of interaction.

Leadership and Professional Development

Society of Hispanic Professional Engineers (SHPE)

Atlanta, GA

PEPo, Member

August 2023 - Present

- Accelerated the career readiness of incoming underclassmen through resume and industry networking workshops as a PEPo in the Professional Experience Program (PEP) branch of SHPE
- Represented one of the largest chapters of SHPE in the 2023 SHPE National Convention as an attendee.