

# Griffin Miller

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## EDUCATION

### Stanford University, Stanford, CA

*Master of Science in Computer Science* — GPA: 3.97

June 2024

*Bachelor of Science and Arts in Computer Science and Music* — GPA: 3.95

June 2023

## WORK EXPERIENCE

### Cosmos, New York, NY

January 2025 - Present

*AI/ML & Product Engineer*

- Led end-to-end development of AI/ML-powered features including personalization engine, “For You” feed, search and recommendation systems, and AI-generated captions
- Designed, trained, and deployed deep learning models for visual aesthetic scoring and personalized retrieval, integrated with real-time retrieval pipelines and user feedback signals
- Built scalable data pipelines, driving model output quality through iterative product and UX refinement

### The New York Times, New York, NY

November 2024 - December 2024

*AI Engineer, Research & Development (Contract)*

- Collaborated with the licensing team on a short-term, end-to-end project to integrate large language models (LLMs) into editorial workflows
- Participated in research, iteration, and testing of an LLM-powered pipeline for NYT Cooking platform to enable automated recipe metric system conversions (now live in beta)

### Fordham University and Hunter College, New York, NY

August 2024 - Present

*Adjunct Professor*

- Instructed Discrete Mathematics and Advanced C++ Programming courses for undergraduate and graduate students at Fordham University
- Led Capstone Project course for senior Computer Science students at Hunter College, guiding them through the development and implementation of large-scale, team-based software projects

### Stanford University, Stanford, CA

December 2023 - June 2024

*Graduate Course Assistant*

- Assisted with the education of 400 undergraduate and graduate level students in CS 144 (Introduction to Computer Networking) and CS 278 (Social Computing)
- Facilitated discussion sections of fundamental networking principles and social platforms

### JPMorgan Chase & Co., New York, NY

June 2022 – August 2022

*Intern, Computer Vision/AI Researcher and Backend Developer*

- Experimented and developed few-shot continual learning computer vision algorithms for future financial model applications
- Designed and deployed a telemetry software development kit on Amazon Web Services (AWS)

### Los Angeles Dodgers, Los Angeles, CA

January 2022 – June 2022

*Independent Project, Machine Learning/Mobile App Developer*

- Collaborated to create mobile app dashboard for pitching analysis used by MLB, MiLB, and Stanford Cardinal baseball and designed cloud architecture for project
- Implemented machine learning algorithms with OpenPose for player body and joint detection

### Hasbro, Providence, RI

June 2021 – August 2021

*Intern, Cloud and Systems Engineer*

- Managed AWS through Python scripts using command-line interface and delivered infrastructure as code using AWS Cloud Development Kit and Docker images across Gitlab pipelines
- Collaborated on Pulse Mobile app and FunLab web development with engineering team
- Automated mobile app testing and Gitlab runner cleaning with JavaScript and bash programs

**SKILLS:** Python, C++, C, PyTorch, AWS, Qdrant, CLIP, SQL, .NET, HTML/CSS, Javascript, Figma

**AWARDS AND ACTIVITIES:** Russell A. Berman Award; Friends of Music Scholarship; National YoungArts Foundation Winner-Percussion 2017-2020; Soloist, NPR’s From the Top, Show 345-September 2017; **Stanford Symphony Orchestra - Timpani/Percussion and Conducting** (2019 – 2024)