Gordon Stein

2709 Linmar Ave Apt 7, Nashville, TN 37215

+1 248-837-5729 | gordon.h.stein@gmail.com | https://www.linkedin.com/in/gordon-stein
https://github.com/gsteinltu

Summary

Full-Stack developer with a proven track record in developing educational and AI-powered systems using TypeScript, Node.js, and Python. Designed and deployed interactive learning tools that integrate LLMs and machine learning. Excited to leverage full-stack expertise and hands-on AI coding to create intuitive, high-performing user experiences.

Skills

- **Programming Languages:** C, C#, JavaScript/Node, Python, Rust, C++, Java, PHP, SQL, TypeScript, HTML5
- **Technologies & Tools:** AI/ML, Arduino, AR/VR/MR, AWS, CSS, Docker, Generative AI, Git, LangChain, Large Language Models, Linux, Keras, MongoDB, MySQL, NoSQL, OpenCV, OpenAI API, Prompt Engineering, React, SQLite, Svelte, TEX, Unity

Work Experience

Vanderbilt University | *POSTDOCTORAL SCHOLAR, LIVE INITIATIVE*   **2024 - Present**
- Engineered an educational game featuring a Svelte frontend, Rust API backend, and Postgres database, emphasizing accessible UI design for elementary students.
- Crafted age-appropriate interfaces enabling students to train Tensorflow.js machine learning models, integrating front-end technologies such as HTML5, CSS, and JavaScript.
- Trained and evaluated custom language models using PyTorch, fine-tuning through Unsloth, for educational applications in AI ethics.
- Conceptualized and launched new initiatives on Large Language Models in education and philosophy, emphasizing responsible AI.
- Developed an agent-based AI assistant system for novice coders within a visual, block-based programming environment.
- Collaborated with multidisciplinary teams to drive innovation and refine AI-powered applications, contributing to rapid continuous deployment via GitHub Actions.

Lawrence Technological University | *SENIOR LECTURER*   **2016 - 2018**
- Delivered diverse Computer Science curriculum including C++ and Data Structures, fostering hands-on problem solving.
- Revamped and developed course materials for introductory Computer Science courses, enhancing engagement and comprehension.
- Designed courses on emerging technologies such as Virtual Reality with Unity and Cybersecurity, promoting collaborative learning and industry-relevant skills.

Robofest | *SYSTEM ADMINISTRATOR*   **2010 - 2016**
- Migrated dedicated server to AWS cloud infrastructure
- Replaced static HTML content with dynamic content management system
- Provided maintenance for Linux-based server hosted on AWS EC2
- Collaborated with other developers on a Java codebase using a Git repository
- Documented existing code to ease future development
- Assisted with robotics research and testing emerging technologies

Art/Design Group, Ltd. | *SOFTWARE ARCHITECT*   **2013 - 2016**
- Developed a complex web-based application for financial management firm, allowing firm's employees to manage accounts, automatically determine asset allocations using an expert system, and generate customized report PDF for clients
- Integrated PHP front-end code with Java-based document generation system and MySQL database
- Deployed software to Linux-based EC2 server and Git repository

Education

Vanderbilt University   **Sep 2018 - May 2024**
DOCTOR OF PHILOSOPHY, Computer Science
- **Achievements:** Advisor: Akos Ledeczi, Dissertation: A Novice-Friendly Networked Educational Robotics Simulation

Lawrence Technological University   **Aug 2012 - May 2016**
MASTER OF SCIENCE, Computer Science (GPA: 4.0)
- **Coursework:** Cryptography, Reuse based web development, Social Network Mining, Computing in the Digital Humanities

Lawrence Technological University   **Aug 2012 - May 2016**
BACHELOR OF SCIENCE, Computer Science (GPA: 3.90)
- **Achievements:** summa cum laude