GUILLERMO BASTERRA

(347) 571-3280 | basterra@usc.edu | https://www.guillermobasterra.com/ | www.linkedin.com/in/guillermo-basterra-diezhandino

TECHNICAL SKILLS

Languages: Python, C++, C, JavaScript/HTML/CSS, SQL, Flutter/Dart, Solidity (beginner)
Frameworks/Libraries: React, Next.js, Node.js, FastAPI, Three.js, PyTorch, Pandas, NumPy
Developer Tools: Git, Docker, Neovim, PostgreSQL, SQL Server, Vercel, Linux

PROFESSIONAL EXPERIENCE

Los Angeles County Assessor's Office — Los Angeles, CA
Software Engineer — August 2025-December 2025

- Created the Assessor Application Support System, a centralized platform for managing application metadata, environments, servers, and sensitive assets
- Developed front-end for Application Details page in React, and connected to .NET backend to display config files and servers
- Stack: React 18 + Vite, ASP.NET Core 8, SQL Server, Entity ORM, Azure AD

Kantar, Digital Twins — London, United Kingdom
AI Software Engineer — June 2025-September 2025

- Engineered and deployed a Digital Twins platform, leveraging frontier LLMs to simulate consumer behavior and generate insights
- Developed an "AI reasoning report" based on Claude Code Log to expose model decision logic, and contributed to experimental features such as "Brave Suggestions" to generate strategies for clients
- Collaborated with engineers at Microsoft and Kantar in daily standups to deliver MVP, pilots, and documentation
- Stack: Python, FastAPI, Azure OneLake, LangChain, React, GPT models

Pencil AI, Insights and Predictions — London, United Kingdom
AI Software Engineer — June 2024-September 2024

- Collaborated with Google Creative Works and gTech teams to build ad evaluation platform powered by Gemini
- Optimized evaluation runtime from 7 minutes to 1 minute while improving accuracy to 90% through prompt engineering and consensus checks
- Stack: Python, LangChain, Google Gemini API, FastAPI, Azure, React

USC Center for AI in Society — Los Angeles, CA
Research Assistant — January 2023-May 2023

- Engineered predictive models for wildfire occurrence and spread using geospatial and environmental datasets
- Devised data pipeline and model architecture for wildfire project, using LSTMs and CNNs to account for sequential and 2D data
- Stack: Python, Scikit-learn, Pandas, GIS tools

ACADEMIC PROJECTS

Digital Twins Messaging Simulation | Python, TinyTroupe, LLMs — London
Founding engineer — January 2025-December 2025

- Expanded on internship work by building a multi-LLM-agent simulation to study how messaging propagates across populations
- Designed custom pipelines for persona construction, memory persistence, and inter-agent dialogue, enabling emergent social patterns and measurable communication cascades

Mentorship under Google Deepmind Research Scientist — Los Angeles
Mentee under Luis Piloto — June 2022-September 2022

- Selected after senior year of high school for a 3 month machine learning mentorship under Luis Piloto (Google DeepMind)
- Implemented core ML models and trained a simple CNN in TensorFlow for image classification tasks

EDUCATION

University of Southern California — Los Angeles, CA
Bachelor of Science in Computer Science, Disruptive Innovation Minor — August 2022-May 2026

- Activities: Center for AI in Society, Lambda Chi Alpha Fraternity — GPA: 3.6/4.0
- Relevant coursework: Theory of Computation, Operating Systems, Probability Theory, Data Structures & Algorithms, NLP