

Soren Larsen

Portfolio : <http://www.larsensoren.com>

Github: <http://www.github.com/iamsoren1>

Email : iamsoren1@gmail.com

Mobile : (858)-210-2261

LinkedIn : <https://www.linkedin.com/in/soren-larsen-46a57118b/>

EDUCATION

• University of California, Santa Cruz

Santa Cruz, CA

M.S. in Natural Language Processing, Expected Dec 2025

B.S. in Computer Science, June 2023

SKILLS

- **Programming Languages:** Python, JavaScript, TypeScript, Dart, Java, C/C++, Swift, SQL, Bash
- **Machine Learning and AI:** PyTorch, scikit-learn, Hugging Face Transformers, LangChain, AutoGen, CrewAI, spaCy, NLTK
- **NLP Techniques:** Token Classification, Sequence Labeling, Slot Tagging, NER, Relation Extraction, Prompting (Few-Shot, Cloze, Instruction), Fine-Tuning, RAG, GloVe, TF-IDF, Bag-of-Words, N-grams
- **Frontend/Backend Tools:** React, Flutter, Node.js, Flask, Express.js, Firebase, Docker, REST APIs
- **Development Practices:** Agile (Scrum), TDD, CI/CD, Prompt Engineering, Barista, XCTest, Espresso
- **Cloud & Infrastructure:** Google Cloud Platform (GCP), Firebase, Docker, GitHub Actions, ChromaDB

EXPERIENCE

• AI & Software Systems Engineer

June 2025 – Present

• *Gray Whale*

Remote

- **Backend Systems & Automation:** Supporting the development of internal tools, automation systems, and backend pipelines for Gray Whale's AI products.
- **Infrastructure Design & Tooling:** Contributing to core systems involving data processing, source code, communications, and marketing tech infrastructure.
- **Cross-Disciplinary Support:** Working across technical and creative domains to assist in product development, scalability, and team workflows.

• AI Engineer & Product Consultant

May 2025 – Present

• *Onda Sports*

Remote

- **LLM-Powered Assistant R&D:** Experimenting with techniques like prompt engineering and RAG to enhance forecasting, personalized surf spot recommendations, and in-app chat functionality.
- **Product Feature Prototyping:** Designing and testing new mobile and backend features in collaboration with product and design teams.
- **Infrastructure & Documentation Design:** Refining system architecture based on recent academic research, while documenting design choices to support future scale and iteration.
- **Marketing Strategy Advising:** Contributed to early-stage marketing plans and helped catalyze the onboarding of a summer intern team to support content, outreach, and growth.

• Software Developer & Consultant — Agile Methodology Specialist

April 2024 – June 2025

• *Boardal*

San Diego, CA

- **Full-Stack Product Development:** Contributed across the stack to expand app functionality and support the growth of Boardal, a surf gear marketplace platform with over 20,000 users. Led feature development with a focus on usability, scalability, and performance.
- **GPT-Powered Marketing Automation:** Built and deployed custom GPT tools to streamline marketing outreach, automate customer communication, and integrate with spreadsheet systems for real-time team collaboration.
- **Agile Transformation and Team Enablement:** Led adoption of Agile methodologies to improve cross-functional collaboration, speed up release cycles, and align development efforts with user feedback and business goals.

PROJECTS

• NLP for Research – Capstone with CarbonBridge

May 2025 – Present

• *Baskin Engineering, UCSC — Partner: CarbonBridge*

- **NLP-Powered Research Acceleration:** Developing tools to automate literature reviews and extract structured data from scientific documents, aiding CarbonBridge in advancing sustainable fuel innovation.
- **Information Retrieval and Document Parsing:** Implementing NLP techniques for parsing, entity extraction, and semantic search across technical texts related to carbon-neutral maritime transport.
- **Academic-Industry Collaboration:** Capstone project integrating academic research with real-world use cases, conducted in partnership with CarbonBridge through the UCSC NLP M.S. program.
- **Link:** <https://www.santacruzworks.org/news/how-a-chance-encounter-became-a-game-changing-research-partnership>

• Multi-Agent AI System for Real-Time Media Analysis

April 2025 – Present

• *UCSC — Information Retrieval and Knowledge Management Lab (Prof. Yi Zhang)*

- **Multi-Modal Agent Architecture:** Developed a confidential AI system utilizing LLMs, vision models, and multi-agent collaboration for dynamic media interpretation and contextual user assistance.
- **Computer Vision and Captioning Modules:** Built pipelines for ingesting and analyzing visual input, including object recognition and image captioning using SOTA models.
- **Agent Collaboration via AutoGen:** Leveraged AutoGen to orchestrate agent workflows, improving task efficiency and adaptive response generation.
- **Knowledge Retrieval with Web Crawling:** Implemented retrieval-augmented generation (RAG) and live web scraping to ground agent responses in relevant, external information.
- **Collaborative Research Development:** Worked within a cross-disciplinary team to design, test, and deploy AI systems capable of handling real-time, multi-modal input.

• EduMUSE – AI-Powered Modular Study Assistant

May 2025 – Present

• *UCSC Silicon Valley Extension — Team Project*

- **AI-Driven Learning Companion:** Developing a modular study assistant that supports summarization, quiz generation, podcast-style reviews, Q&A, and web search to enhance student understanding.
- **Multi-Agent Orchestration:** Using CrewAI to coordinate specialized agents for tasks like retrieval, reasoning, generation, and content pacing across a shared learning context.
- **Personalized and Extensible Design:** Built for adaptability across learning styles — including interactive tutoring, content review, and custom assessment — via pluggable modules.
- **Team Collaboration:** Working in a small team to design, prototype, and test an educational tool grounded in real academic needs and scalable AI pipelines.
- **GitHub:** github.com/iamsoren1/EduMUSE