

# Jaiveer Bassi

📞 707-656-6227    ✉️ [jaiveerbassi@ymail.com](mailto:jaiveerbassi@ymail.com)    [linkedin.com/in/jaiveer-bassi](https://www.linkedin.com/in/jaiveer-bassi)    [github.com/imjbassi](https://github.com/imjbassi)  
[imjbassi.github.io](https://imjbassi.github.io)

## Education

<b>Grand Canyon University</b> <i>MS in Computer Software Engineering</i>	May 2024 – Oct 2025 Phoenix, AZ
<b>University of Silicon Valley</b> <i>BS in Computer Science</i>	May 2021 – Aug 2023 San Jose, CA

## Experience

<b>Kaiser Permanente Regional Laboratory</b> <i>Software Developer</i>	Oct 2023 – June 2024 Berkeley, CA
<ul style="list-style-type: none"><li>Developed a full-stack web application using React, Express, RESTful APIs, and SQL for uploading and viewing lab instrument data.</li></ul>	
<b>Freelance Full-Stack Developer</b> <i>Freelance Developer</i>	June 2024 – Aug 2024 Remote
<ul style="list-style-type: none"><li>Designed and deployed a SaaS project tracker using React, Node.js, and MongoDB with OAuth login.</li></ul>	

## Research

<b>Expanded Efficient Packaging and Deployment of AI Models</b>   <i>Edge AI, Model Deployment</i>
<ul style="list-style-type: none"><li>Proposed an end-to-end pipeline for efficient packaging and deployment of AI models on edge devices.</li><li><b>DOI:</b> 10.13140/RG.2.2.23010.59844</li></ul>
<b>Evaluating Transferability of Adversarial Attacks Across ML Models</b>   <i>Adversarial AI, CNNs</i>
<ul style="list-style-type: none"><li>Analyzed cross-architecture adversarial attack transfer using FGSM, PGD, and CW.</li><li><b>DOI:</b> 10.13140/RG.2.2.16410.76489</li></ul>

## Projects

<b>CareerTuner.org</b>   <i>OpenAI, React, Node.js, Supabase, Tailwind, PDFKit</i>
<ul style="list-style-type: none"><li>Developed and deployed an AI-powered resume analyzer with GPT-based feedback, ATS scoring, skills matching, Supabase backend, Tailwind UI, and PDF export.</li></ul>
<b>Pluro.app</b>   <i>React, Express, PostgreSQL, Stripe, Google Cloud, iOS</i>
<ul style="list-style-type: none"><li>Built a platform for website design agencies to manage clients, track projects, share design assets, and handle invoicing and payments. Developed a companion iOS app</li></ul>
<b>Chess-RL: AI Chess Engine Using Reinforcement Learning</b>   <i>C++, PyTorch, Python, PyGame, pybind11</i>
<ul style="list-style-type: none"><li>Developed a hybrid C++ and Python chess engine inspired by AlphaZero that learns autonomously via self-play reinforcement learning.</li></ul>

## Technical Skills

**Languages:** Python, C++, JavaScript, Java, SQL, .NET, HTML/CSS  
**Technologies:** React, Node.js, Express, Flask, Streamlit, Unity, Docker, AWS, Git, Supabase, Tailwind, XCode  
**Libraries/Tools:** Power BI, Microsoft Excel, PyTorch, HuggingFace Transformers, NumPy, Pandas, OpenCV, CUDA, NetworkX, Pytest, Matplotlib  
**Networking/Protocols:** VXLAN, OSPF, Spine-Leaf topologies, Routing simulation

## Certifications

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### **Cisco Network Support and Security**

Sep 2025

*Credential ID: 9d0c624f-c2ea-4dde-9edf-f7ab096b3003*

### **IBM Artificial Intelligence**

Aug 2025

*Credential ID: 9499939c-56c2-4760-9ccd-b8399fd97d31*

### **Stanford Fundamentals of AI and Machine Learning in Healthcare**

Jun 2025

*11 AMA PRA Category 1 Credits*

### **Google Project Management**

Sep 2024

*Credential ID: DQ3EEK89IWI6*

### **Google IT Support**

May 2021

*Credential ID: 6KPKTL6896VT*