Jose Fernandez-Rocha

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WORK EXPERIENCE

Sooth.fyi   **May 2024 - Present**
ML Engineer   *Remote*
- Created an LLM model using the HuggingFace library, pytorch & NLP that outputs an articles media bias rating
- Developed a semantic search algorithm to match articles across different media bias categories, enhancing user access to diverse perspectives.
- Designed a pipeline for producing daily and weekly news summaries, including data collection, topic categorization, and summary generation, optimizing the presentation of news across various topics.
- Built a user search topic classification pipeline using HDBSCAN for clustering, c-TF-IDF for keyword extraction, and zero-shot models exposed via a REST API to categorize searches into topics and subtopics.

SMA Inc.   **June - August 2021**
Software Engineering Intern   *Irvine, CA*
- Engineered a C# Microsoft Project add-in, enhancing the Ribbon UI with 20+ productivity tools—bulk task generators, automated resource leveling, and custom report exporters—that cut manual scheduling time by 50%.
- Migrated legacy VBA macros into C#, reverse-engineered core workflows, and authored comprehensive technical documentation, transforming unstructured code comments into a structured developer guide and end-user manual.

EDUCATION

University of California, Berkeley, CA   **May 2024**
Bachelor of Arts in Data Science (B.A.)

Relevant Coursework: Structure and Interpretation of Computer Programs, Data Structures, Designing Information Devices and Systems I & II, Discrete Mathematics and Probability Theory, Efficient Algorithms and Intractable Problems, Principles & Techniques of Data Science, Probability for Data Science, Intro to Artificial Intelligence, Data Mining & Analytics, Industrial & Commercial Data Systems, Introduction to Machine Learning, Data Engineering

SKILLS

Languages: Python, C#, Java, JavaScript, Swift, HTML5, CSS, TypeScript
Libraries & Frameworks: NumPy, Matplotlib, Pandas, Bootstrap 5, PyTorch, TensorFlow, HuggingFace, FastAPI, Flask
Databases: MongoDB, NoSQL, SQL, PostGreSQL
Tools & Technologies: Azure DevOps, Git, Docker, Postman

PROJECTS & ACTIVITIES

Gameloop.io   **June 2024 – Present**
Founding Engineer   *Remote*
- Built a customized TTS pipeline with end-to-end development and hyperparameter tuning for high-quality, multilingual in-game narration and chat.
- Developed a username-generation model by merging datasets from Twitter, Reddit, and other sources to produce diverse, gamer-friendly handles.
- Engineered a suite of mobile games by integrating AI-generated sprites (via ControlNet and FLUX) into core templates and implemented a multimodal content pipeline for dynamic, context-aware in-game chat and comments.
- Designed front-end components (avatar customization UI, scrollable game feed with title, description, live leaderboard, comments, 5-star reviews, sorting and implemented back-end APIs for persistent storage and retrieval of user metadata.

Berkeley ANova   **January 2022 - June 2024**
CS Mentor & Educator, Curriculum Committee Officer, Site Leader
- Supported under-resourced schools by creating over 50 labs, slides, and interactive activities, while managing a committee of 10+ members and leading weekly sessions for 20+ students.