Jose Fernandez-Rocha

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HIGHLIGHTED EXPERIENCE & PROJECTS

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.
- Implemented CI/CD workflows using Azure DevOps, streamlining model deployment and automation for data processing pipelines.

Gameloop.io   **June 2024 – Present**
Founding Engineer   *Remote*
- Built a customized Text-to-Speech (TTS) pipeline, including development and hyperparameter fine-tuning, enabling high-quality voice synthesis across multilingual inputs for immersive user experiences
- Created a username generator model by concatenating datasets from platforms like Twitter, Reddit, and other sources to ensure a diverse and engaging range of generated usernames.
- Engineered a suite of mobile games by rapidly customizing core templates with custom AI-generated sprites using workflows built on ControlNet and FLUX, enabling faster theme swaps, cohesive animations, and unique character designs
- Built a multimodal content pipeline that generates dynamic game-related chat and comment responses, powered by prompt engineering for style, tone, and contextual control.

Digit Neural Network Classifier   **Fall 2023**
CS188: Intro to Artificial Intelligence - UC Berkeley
- Implemented perceptron and neural network models, achieving >97.5% accurate on digit classification through backpropagation and training techniques.

SMA Inc.   **June - August 2021**
Software Engineering Intern   *Irvine, CA*
- Developed a Microsoft Project add-in with over 20 functions, boosting project efficiency by 50% through exclusive features.
- Collaborated cross-functionally, employing C# and API for seamless integration.

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: NumPy, Matplotlib, Pandas, Bootstrap5, PyTorch, Tensorflow, HuggingFace
Databases: MongoDB, NoSQL, SQL, PostGreSQL

LEADERSHIP & EXTRACURRICULAR ACTIVITIES

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.