Jonah Pflaster

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Education

Tufts University, Medford, MA *Expected May 2027 | GPA: 3.8*
B.S. in Computer Engineering | Minor in Mathematics

Technical Skills

Languages: C, C++, Python, TypeScript, SQL
Tools: Git, Node.js, Next.js, Supabase, MongoDB, GCP, React
Hardware: Embedded Systems, Arduino, RaspberryPI, VHDL, SystemVerilog, CAD

Experience

Watershed Ventures, AI Software Engineering Intern *New York, NY (Hybrid)*
May 2025 – Present | Venture Capital
- Developing a multi-agent AI system to enrich firm databases, automate CRM, and generate investment reports.
- Built agents for company discovery, enrichment, and evaluation using Python, SQL, and Supabase.
- Streamlined research workflows by automating data collection and analysis.

SoundSense, LLC, Engineering Intern *Wainscott, NY*
Jun 2024 – Aug 2024 | Acoustical Engineering
- Performed data analysis and calculations for acoustical projects and field studies.
- Contributed to engineering reports and client proposals.
- Supported modeling and measurements using Excel, QuickBase, and SketchUp.

Tufts University, Teaching Assistant - CS 11 (Intro to Computer Science) *Medford, MA*
Sep 2025 – Present | Teaching & Academic Support
- Lead lab sections, office hours, and Piazza Q&A for 100+ students.
- Grade assignments and exams with feedback on logic, style, and debugging practices.
- Collaborate with staff to refine materials and improve learning outcomes.

Engineers Without Borders, Technical Lead - Data Analytics and Design *Medford, MA*
Aug 2024 – May 2025 | Humanitarian Engineering
- Led a 10–20 member subteam designing a real-time water catchment monitoring system for a community in Malawi.
- Developed Arduino-based sensing and analysis to detect tank failures and increase reliability.
- Integrated hardware/software data pipelines for calibration and reporting.

JumboCode, Full Stack Engineer *Medford, MA*
Sep 2024 – May 2025 | Pro Bono Software Development
- Built a web app for nonprofit Bread and Roses using React, Next.js, TypeScript, and MongoDB.
- Shipped production features in agile sprints with GitHub-based collaboration.

Featured Projects

Multi-Agent AI System *Project Page*
- Built a multi-agent AI ecosystem entirely from scratch using Python, direct LLM calls, PostgreSQL, orchestration, guardrails, HITL, custom tools, and memory systems.
- Implemented tools for retrieval, enrichment, scoring, data interaction, and reporting to support investment decision-making.
- Developed a full internal dashboard for Watershed staff to interact with the agent, visualize results, and manage workflows.
- Enabled automated, continuous data enrichment and significantly streamlined investment operations.

HandJam *Project Page*
- Created a musical instrument controlled through computer vision, recognizing ASL hand signals (0–9) and playing corresponding notes, enabling gesture-controlled music.
- Deployed on an STM32 NUCLEO-L432KC; trained and scaled an ML model for real-time embedded inference.
- Trained on 2000 ASL number images; achieved 90–100% accuracy under controlled conditions.

CalendarConnect *Live Site*
- Developed a React/Node.js web app aggregating and visualizing academic calendars across 50+ universities.
- Built search and comparison tools for breaks, exams, and milestones using a Supabase backend.
- Improved inter-university coordination and travel planning for thousands of students.

Student Life Manager *Project Page*
- Next.js and Supabase system integrating Canvas, Google Drive, GCal, and Gmail into a unified student workflow dashboard.
- Optimizes academic productivity and synchronization through automated scheduling and task tracking system.