KASHISH KHARBANDA

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EDUCATION

University of California, Berkeley
B.A. Computer Science & Data Science, Certification in Entrepreneurship & Technology Product Management
- **Lead Software Engineer - Mobile App Dev**, *UC Berkeley Division of Computing & Data Science*
  – Used Swift to develop a mobile app platform for computer science/data science students at UC Berkeley & other schools.
- **Data Science Research Director**, *University Laboratory @ Berkeley (ULAB)*
  – Led and mentored 65+ undergraduate students in AI/ML-related research projects presented to UC Berkeley faculty annually.
- **Product Management course: Teaching Assistant**, *Sutardja Center for Entrepreneurship & Technology @ UC Berkeley*
  – Led a venture project class, mentoring students to leverage emerging tech to build MVPs for their startup's core products.

PROFESSIONAL EXPERIENCE

Scale AI, *New York City, NY*   **May 2025 – Present**
Strategic Projects, Generative AI
- Leading AI infra efforts to advance LLM product capabilities, with a focus on model evaluations and agentic behavior.

Visaro AI, *New York City, NY*   **July 2024 – April 2025**
Co-Founder & CTO / Head of Product
- AI-driven adtech platform; enables brands to integrate virtual products into short-form videos as contextual ads, and allows them to track/run analytics on these placements in real-time. Enhanced contextual advertising & reduced manual tracking time by 85%.
- Secured 3 partnerships with top media agencies and CPG brands, and piloted our genAI video model with 50+ content creators.
- Selected for NYC's top accelerator, *Antler*. Ran an 8-week sprint and pitched to 100+ C-suite executives and investors.
- Primarily led product development, product strategy, engineering, and enterprise partnerships/stakeholder communication.

Intel Corporation, *Santa Clara, CA*   **January 2023 – January 2024**
GPU Software Engineer
- Developed GPU software models for high-performance computing and running AI/ML workloads in Intel's AXG team.
- Utilized C++, Ruby, and XML to build simulation and emulation software to test and validate Intel's next-gen pre-silicon GPUs.
- Implemented and optimized GPU IP features in validation tools, ensuring seamless hardware-software integration.
- Worked on high-performance 2D & 3D graphics rendering, using OpenGL and GLFW libraries.

T-Mobile, *Bellevue, WA*   **May 2021 – December 2022**
Machine Learning Engineer → ML Product Manager
- Designed, architected, built, and deployed an ML model evaluation product from the ground up, used by 500+ data scientists at T-Mobile's annual data science hackathon, enabling 30+ teams to efficiently assess and improve their model performance.
- Utilized Python, Microsoft Azure, and Databricks script/build integration points to develop a ML evaluation tool that acquired performance scores (precision, recall, F1 score, etc) for enterprise AI models at scale. Led all product-related strategic efforts.
- Offered a competitive opportunity to develop predictive ML models to enhance customer retention strategies for T-Mobile's Business organization. Presented to leadership every month.

Microsoft Corporation, *Redmond, WA*   **June – August 2018, 2019**
Data Scientist / AI Product Manager [x2 *internships*]
- *Year 1:* Utilized Python, C#, and U-SQL in Azure Data Lake to analyze on-premises databases and develop an ML model for automated Azure SQL Database SKU recommendation that optimized cloud migration for enterprise clients.
- *Year 2:* Developed a product to track ML model data drift, diagnose accuracy degradation, and enhance model stability over time.

NOTABLE PROJECTS

Starglass AI: a voice agent for business owners with language barriers   **2024**
- Selected for Inception Studio, a competitive AI hackathon. Built an AI voice agent to automate client bookings with 0 manual intervention. Built technical MVP within 3 days, onboarded 7 SMBs, and received the most investor interest on pitch day.

Roop (*originally ReStyle*): a social circular marketplace to swap clothing   **2022-2023**
- A web app for college students to borrow and exchange clothes. Grew to 100+ users at UC Berkeley. Led product + engineering.

AI Matchmaker: an advanced matchmaking algorithm   **2020**
- Built a matchmaking algorithm for UC Berkeley; 600+ submissions, 380+ college students matched. Went viral on social media.

SKILLS

Technical: GenAI & ML (Object Detection, Diffusion models), Software Development (Swift, Python, API Design), Cloud & MLOps (Azure, Databricks), GPU & HPC (C++, OpenGL, Graphics Rendering), Data Engineering (SQL, PySpark, ETL).
Business: Product Management, Operational Leadership, Data-driven Decision Making, Stakeholder Communication, GTM Strategy.

AWARDS

Top Women in AI Innovation 2024 (*WomenX Innovators*), **NCWIT Award for Outstanding Accomplishments** (*Google*),
Top 10 National Mobile Application Development Championship (*FBLA*), **Speaker at Gemini Conference** (*Google Deepmind*)