

Kenneth Wilber

Software Engineer

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OBJECTIVE

Motivated software engineer with expertise in robotics, neural networks, and generative AI, seeking to accelerate human progress by automating tasks currently performed by humans. Eager to contribute cutting-edge solutions in AI and robotics to drive innovation and efficiency in complex, real-world applications.

PROFESSIONAL EXPERIENCE

DragonGC – Greenwich, CT

Software Engineering Intern, June 2024 – Present

- Designed LLM prompts and LLM response parsing procedures in order to reliably parse, classify, and analyze SEC filings. This allowed us to harvest various quantitative data from a largely qualitative dataset.
- Automated the process of generating taxonomies of 10-K and 8-K sections, useful in determining the major ways in which these sections vary between filers.
- Programmed UI components using Svelte.

Chess.com – Greenwich, CT

Software Engineering Intern, June 2023 – August 2023

- Worked with a small team to create a new chess engine: Torch, as of now the world's 2nd strongest chess engine.
- Wrote C++ code to significantly speed up the execution of sparse neural networks by skipping sections of the network that wouldn't affect the output.

Chess.com – Greenwich, CT

Software Engineering Intern, June 2022 – August 2022

- Created digital chess coaches designed to imitate the speech of human chess coaches.
- Wrote C++ code to detect specific occurrences within the game, such as a zugzwang or a pawn gambit.
- Since the tool's release in 2022, it has helped over 11 million people improve their chess game.

EDUCATION

Case Western Reserve University – Cleveland, OH

Bachelor of Science in Computer Science Planned for May, 2028

ADDITIONAL SKILLS

- Python, C++, Node JS, Java.
- Game solving algorithms.
- Large Language Model Engineering.