LILY MARY FARIS

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SKILLS AND INTERESTS

- Technical Skills: Python, C++, Java, Javascript, HTML/CSS, React, Node.js, ML, AI, NLP, Linux, Docker, Kubernetes, PyTorch, Django, Jira, AWS, CUDA, OpenAI, Full-stack development, Computer Vision, Scrum, Project Leadership, Data Structures and Algorithms, Research
- Languages: Fluent in English (native); Some Conversational Proficiency in Spanish, Arabic, and Chinese
- Interests: Environmental Sustainability. Chess. Visual Arts

EDUCATION

UNIVERSITY OF CALIFORNIA, SANTA CRUZ

Santa Cruz, CA

Master of Science in Computer Science;

Sep 2024 - Jun 2025

Degree completed in one-year intensive contiguous program.

Bachelor of Science in Computer Science with Honors;

Sep 2021 - Jun 2024

 Awards: Undergraduate Dean's Award Merit Scholarship, Dean's List 2021-24 (top 10%), Member of the College Scholars Program.

WORK EXPERIENCE

OUTLIER AI

Al Development Specialist

Nov 2024 - Present

- Evaluate and contribute to robust testing frameworks for Al-driven code generation systems, ensuring high accuracy, efficiency, and scalability.
- Leverage advanced debugging tools to offer expert feedback that continuously improves and trains Generative AI models.

UCSC LEARNING SUPPORT SERVICES

Santa Cruz, CA

Peer Tutor for CSE102. Analysis of Algorithms

Jan-Mar 2024

Worked with students to review course materials and homework assignments, answer student questions. CRLA [https://crla.net/] Tutor Certified.

AMAZON OPERATIONS

Visalia, CA

RL Area Manager Intern

Jun-Aug 2023

- Completed 10 week internship as Area Manager in Amazon Operations
- Improved CPT efficiency by 5% via an independent improvement proposal project.

RELEVANT PROJECTS

'ROOT-WISE' CHATBOT

Developer, Product Owner

Santa Cruz, CA Sep 2024 - Present

- Leveraged NVIDIA text-embedding model to develop a chatbot that promotes sustainable, zero-waste cooking practices.
 Enables conversation and personalized recommendations for zero-waste, in-season, locally-sourced nourishment.
 Development ongoing under Leilani Gilpin.
- Achieved award recognition in the NVIDIA and LlamaIndex Developer Contest.

MARKETPLACE AI

LEEPS Lab, UCSC

Developer, Product Owner

Jan 2023 - Jun 2024

(Undergraduate Thesis) Investigated effects of algorithmic massification on features of a financial market using Al. Simulated increased accessibility of Al trading and reduced trader acquisition costs.

- Developed a configurable experimental (continuous double auction) market simulation that handles multiple traders.
- Constructed an algorithmic interpreter using OpenAl's ChatGPT API and LlamaIndex (RAG) to deploy a market strategy
 from using a .txt database and a user's instruction (natural language).
- Connected trader client and AI components to implement user strategy in the market simulation.

'ROBOT EAR'

Santa Cruz, CA

Developer

Sep 2023 - Jan 2024

Engineered an ML powered web app to transcribe audio (.wav) into precise sheet music (.pdf)

- Achieved a training accuracy of 90%; training set of 12,796 spectrograms (NSynth dataset) using an Alexey Dosovitskiy vision transformer.
- Accomplished a testing accuracy of 4% with a testing set of 4,096 spectrograms.

'TRUTH BEE TOLD'

Product Owner

Ann Arbor, MI Jan 2021

Independently developed educational game about the ecological importance of native pollinators to environmental health.

Collaborated with the Ann Arbor Environmental Commission (as a Youth Commissioner) on an educational campaign.