Luca Borletti

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ACADEMIC PURSUITS

Carnegie Mellon University - School of Computer Science

August 2021 - Present

- Dean's List, GPA: 3.93 / 4.0
- Majoring in Computer Science, Concentrating in Machine Learning, May 2025 Graduation
- *Relevant Coursework:* Great Theoretical Ideas in Computer Science, Introduction to ML, Introduction to Computer Systems, Functional Programming, 3D Calculus, Matrices & Linear Transformations

American School Foundation of Monterrey, Mexico

August 2018 – June 2021

• GPA: 96 / 100, SAT: 1560

WORK EXPERIENCE

Amazon – Software Engineering Intern

June 2023 - Present

T-AI – Co-creator, Head of Outreach, Software Engineer

February 2023 - Present

- Created prototype "*T-AI*," a question-answering tool for YouTube videos, using the Davinci-003 LLM, ReactTS, tRPC, and Tailwind that won *first place* at CMU's largest hackathon, TartanHacks 2023
- After hackathon, led Google Chrome Extension ManifestV3 development and deployed to webstore
- Oversaw partnership with DP Education for pilot testing and release to 25,000 Sri Lankan students

Fundusol – Co-founder, Chief Software Engineer

October 2021 - Present

- Built crop yield prediction and solar panel performance simulation platform using Python and PVLib to win \$50,000 Stanford Tomkat Innovation Grant and Dept. of Energy's EnergyTech Solar Tech prize
- Developed company website using JavaScript/HTML/CSS to acquire prospects and \$2,000 in revenue

Gallus Insights - Software Engineering Intern

May 2022 – *August* 2022

- Spearheaded development of mortgage data visualization app, "*Gallus Analytics*," using AWS Amplify as well as authentication system using OpenID Connect currently used by over 1000 customers
- Created predictive financial model using Python to demo and win multibillion dollar lender client

Codellege, a Softtek subsidiary – Coding Instructor

Summer 2020 & Spring 2021

Designed a 3-month, C++ course and taught to 30 underserved, Mexican young adults across 2 terms

SELECTED PROJECTS

Point & Prove - HackCMU 2022

September 2022

• Developed "*Point & Prove*," an educational tool for constructive logic using HTML/CSS and NodeJS that was presented in CMU's Logic and Mechanized Reasoning course, 15-217

ClickShare – Best Use of Google Cloud, TartanHacks 2022

February 2022

• Built "*ClickShare*" a web-based video-conferencing platform with screen-share annotation capabilities using Javascript, HTML/CSS, and WebRTC that won the Best Use of Google Cloud award

Xylo – 15-112 Term Project

Fall 2021

• Made "*Xylo*" a calendar app with Python/Tkinter that allows students to import calendar files from other apps, create/delete/modify events using custom UI, and use interleaving algorithm to optimize studying

StudyNet - Honorable Mention, HackCMU 2021

October 2021

• Coded "*StudyNet*" which finds optimal study times between groups of students using an ics file parser and fully-connected neural network using Python and Pytorch that won Honorable Mention

SKILLS & INTERESTS

- Proficient in Python, React, TypeScript, Git, HTML/CSS, C, LaTeX, Standard ML, and AWS tools
- Fluent in Spanish, experienced in videography/graphic design with Adobe tools
- Passionate in hiking, gym, books (sci-fi), and video games (open world, action-adventure)