

George Ian Sornson

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Education

University of Illinois Urbana-Champaign

M.S. Computer Science, The Grainger College of Engineering

Expected Graduation: May 2026

Champaign, Illinois

University of Illinois Urbana-Champaign

B.S. Computer Science, The Grainger College of Engineering

Expected Graduation: May 2025

Champaign, Illinois

Relevant Coursework: Data Structures, Database Systems, Systems Programming, Computer Architecture, Algorithms, Probability and Statistics, Linear Algebra, Networking, Machine Learning, Compilers

Experience

IMC Trading

Software Engineer Intern

Jun 2025 – Aug 2025

Chicago, IL

- Designed a **distributed system** for auto trader configurations using **modern Java** to reduce load on core infrastructure resulting in traders across multiple desks having **60x faster** access to pricing data
- Utilized **Apache Kafka** for real-time observability across distributed microservices to process over **1,000,000 messages** a day
- Built highly scalable systems using **Dagger** for **dependency injection** and **Mockito** for unit testing improving code modularity and maintainability

Capital One

Machine Learning Engineer Intern

Sep 2024 – Mar 2025

Champaign, IL

- Engineered a robust **ETL pipeline** using **AWS S3**, **PyTorch**, and **CLIP** to create tabular training datasets for a user-based content recommendation system
- Bench marked **clustering algorithms** and implemented a **neural network** with image embeddings, text, and customer metadata with **87% accuracy**
- Developed **multithreaded** and **multi-GPU Python workflows** to preprocess and clean data for model training resulting in over **93x faster** development and testing times

Gallagher

Software Engineer Intern

Jun 2024 – Aug 2024

Rolling Meadows, IL

- Trained and bench marked machine learning models with **scikit-learn** using **random forests** and **linear regression** for forecasting insurance claims data
- Automated the conversion process of over 1,200 DAX queries to be Snowflake compatible using Python **saving over 500 hours** of manual work

Projects

CUDA Optimized Convolutional Neural Network | C, CUDA

- Optimized the forward pass of a CNN to train 10,000 images down to 40ms from 120ms using CUDA
- Utilized streams, half2, tiled matrix multiplication, matrix unrolling, and shared and constant memory

Self-Driving Car in Grand Theft Auto V | Python, TensorFlow, OpenCV

- Trained a model using a convolutional neural network with TensorFlow for autonomous driving in Python
- Collected and manipulated over 100,000 in game images for training data with OpenCV

3D Ray Casting Engine | C++, SDL2

- Implemented a ray casting engine in C++ to render a two dimensional image as a three dimensional space
- Integrated the SDL2 graphics library to simulate movement, lighting, depth, and perspective

Technical Skills

Languages: Python, C++, C, Java, SQL, OCaml, JavaScript, Verilog, Typescript

Technologies: PyTorch, React.js, Next.js, OpenCV, AWS

Concepts: Software Engineering, Quantitative Finance, Machine Learning, NLP, Backend, Agile, Multithreading