Matthew Evitts

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Education

Auburn University Samuel Ginn College of Engineering **Auburn, AL**

B.S. Computer Science, Cum Laude, Certificate in Artificial Intelligence Engineering

- Dean's List: Fall 2021, Spring 2022, Fall 2023, Spring 2023, Fall 2024

Experience

CosoLogic **Berwyn, PA (Remote)**

Software Engineering Intern – Generative AI, UI and Data Integration *May 2025 – Present*

- Developed an AI-driven content extraction solution using Docling and the OpenAI API to accurately parse documents into a structured format ready for use in RAG systems
- Architected and deployed an automated data pipeline integrating economic indicators into SQL Server, enabling real-time analytics for business intelligence applications
- Worked on full-stack data exploration platform using React, Typescript and OData, implementing hierarchical data organization and interactive visualization capabilities for stakeholders

Hexagon Asset Lifecycle Intelligence **Huntsville, AL (Remote)**

Software Automation Engineering Intern *May 2024 – Dec. 2024*

- Developed and deployed 22 internal automation tools in .NET to help QA engineers generate complex 3D plant models used in regression and flow testing—cutting down setup times that took hours or days to just a few minutes
- Reverse engineered internal APIs and workflows by researching documentation to enable programmatically created models, bypassing manual UI interaction
- Built custom command scripts and utilized WinForms to build a GUI with model previews and descriptions to allow testers to quickly configure and run model builds
- Presented analytical findings and tool performance metrics to stakeholders, translating technical results into business value

TESICNOR **Pamplona, Spain**

International Engineering Intern *May 2023 – July 2023*

- Researched forest fire combat and its specialized tools (*batafuego* and backpack pumps) to help develop VR training simulations
- Used Blender software to model custom adapters to attach VR controllers to firefighting tools for use in Unity-based simulations
- Presented progress and designs to company representatives and internship cohort, receiving feedback to improve adapter design
- Collaborated in a bilingual environment, using Spanish daily to coordinate across team members and improve communication

Projects

Agentic AI System for Code Repository Analysis **Berwyn, PA**

Individual Project (Google ADK, Docker, FastAPI, Google Cloud Run) *July 2025*

- Designed and deployed a multi-agent AI system to generate comprehensive technical summaries of software repositories
- Orchestrated a sequential pipeline of specialized agents to intelligently select files, fetch content via the GitHub API, and generate a holistic summary
- Containerized the application using Docker and deployed it as a scalable, serverless microservice on Google Cloud Run

Contigo: Spanish Conversational AI & Speech Recognition System **Berwyn, PA**

Individual (Whisper, Hugging Face Transformers, PyTorch, React) *May 2025 – July 2025*

- Fine tune Whisper speech to text models on conversational Spanish data with Common Voice, creating a comprehensive dataset with transcripts for conversational Spanish recognition
- Engineered an end-to-end audio processing pipeline including normalization, segmentation, and speaker diarization for production scale deployment
- Designed and implemented a responsive frontend using React, ensuring intuitive user experience and real-time interaction with the AI model

2025 March Madness Tournament Predictor **Auburn, AL**

Individual (Python, XGBoost, scikit-learn) *Jan. 2025 -- Mar. 2025*

- Developed machine learning models achieving ~76% accuracy and ~0.52 log-loss to predict NCAA tournament outcomes, demonstrating expertise in feature engineering with performance metrics and statistical validation
- Created custom features using KenPom efficiency metrics, historical seed matchups and key performance statistics such as 3-point shooting percentage to strengthen predictive modeling
- Conducted exploratory data analysis using Pandas and Seaborn to visualize feature importance to assist in model tuning
- Designed a reproducible end-to-end pipeline for data extraction, feature engineering, and model evaluation allowing consistency across multiple seasons

NBA Player Guesser **Berwyn, PA**

Individual (C#, .NET, MySQL) *May 2024 – June 2024*

- Created an interactive NBA player guessing game using C# and MySQL mimicking the Akinator, narrowing down possible players through entropy-based question selection
- Integrated live player and legacy data from BallDontLie and The SportsDB APIs with rate-limiting logic
- Designed modular backend with dynamic SQL filtering and a question engine that ranks questions by information gain

Skills

Core Languages: Python, C#, SQL, JavaScript
AI & Machine Learning: Agentic AI Systems, OpenAI & Google AI APIs, RAG Architectures, Hugging Face Transformers, PyTorch, Scikit-Learn, TensorFlow, XGBoost, Pandas
Frameworks & Tools: React, Google Cloud Platform, FastAPI, .NET, Docker, Git, SQL Server, MySQL
Languages: Spanish **(Near Fluent)**

Organizations

Jan. ’22- ‘23: Interfraternity Council Director of Health and Wellness **Auburn, AL**
Sep. 2021: Pi Kappa Alpha Upsilon Chapter (member) **Auburn, AL**