

# program summary

Week	Mode	Theme
Week 1	Remote	Admissions + App Building Sprint
Week 2	Remote	LLM Fundamentals
Week 3	Remote	RAG + Vector DBs
Week 4	Remote/Onsite	Agents + LangChain
Week 5	Remote/Onsite	VibeCoding101 + MCP
Week 6	Onsite	LangGraph Workflows
Week 7	Onsite	Al-First Mobile Apps
Week 8	Onsite	Open Source Models
Week 9	Onsite	Demo Day 1 + Review
Week 10	Onsite	LLM Internals + Finetuning
Week 11	Onsite	Multimodal AI + Debugging
Week 12	Onsite	State of AI – Key Milestones
Week 13	Onsite	State of AI – Tooling & Infra
Week 14	Onsite	Final Capstone + Demo Day



# detailed curriculum

#### Week 1:

### The Crucible (Admissions + Intensive Application Sprint)

- · Get hands-on with Cursor, v0.dev, Lovable, Windsurf, and Replit
- Build your personal Al-first coding framework
- Clone enterprise apps and add AI features
- Evaluate for BengaluruHQ.

#### Week 2: Remote | 40-45 hrs/week

#### Getting Fluent with LLMs

- Deep dive into OpenAl APIs, prompt engineering, token handling, temperature control, and prompt injections
- · Understand model behaviors.

#### Week 3: Remote | 40-45 hrs/week

#### **RAG Systems & Reliable Pipelines**

- Build RAG pipelines with GraphRAG and vector DBs
- Learn chunking, embeddings, semantic search, and evaluation metrics.

#### Week 4: Remote/Onsite (optional) | 80 hrs/week

#### Agentic AI + LangChain

- Master LangChain and agent architectures
- Use OpenAl Assistant API
- · Integrate agents into earlier app clones.

#### **Week 5:** Remote/Onsite (optional) | 80 hrs/week

## Application-Layer AI: VibeCoding101 + MCP + Real-World Setup

- Learn VibeCoding as the new way to build
- Set up MCP to manage agent workflows
- Configure Al agents for usability in real-world setups.

#### Week 6: Onsite | 80 hrs/week

#### Al App Workflows + LangGraph

- Master LangGraph for building robust multi-agent workflows
- Learn state transitions and build product sense for real-world users.

#### Week 7: Onsite | 80 hrs/week

#### Al-First Mobile Dev + CrewAl/Swarm

- Rebuild mobile-first Al apps on iOS/Android
- Learn CrewAl, Swarm, and multi-agent system design on mobile platforms.



#### Week 8: Onsite | 80 hrs/week

#### Open Source + Local Model Dev

- · Work with HuggingFace, Ollama, and local LLMs
- Create RAG pipelines and perform semantic search using open-source tools.

#### Week 9: Onsite | 80 hrs/week

#### Mid-Capstone + Demo Day #1

- Build and showcase a mid-capstone app integrating multiple concepts
- Peer + mentor review in a formal demo day setup.

#### Week 10: Onsite | 80 hrs/week

#### **LLM Internals & Finetuning Techniques**

- Understand LLM internals, hallucinations, jailbreaking, and finetuning using PEFT, QLoRA, and LoRA
- Evaluate and train lightweight models.

#### Week 11: Onsite | 80 hrs/week

#### Advanced Debugging + Multimodality

- Debug LLMs, evaluate prompts, integrate images/audio into apps using GPT-4 Vision and Gemini
- Polish final projects.

#### Week 12: Onsite | 80 hrs/week

#### State of Al 1 – Major Shifts in Al Landscape

- Explore key shifts in Al: from GPT to Claude, LLaMA, Gemini, and open-source movements
- Analyze research papers, product launches, and innovation patterns from 2020-2025.

#### Week 13: Onsite | 80 hrs/week

#### State of Al 2 – Tooling, Agents, and Infrastructure

• Dive deep into advancements in Al tools, open-source agentic systems, RAG architectures, inference optimization, and the business of Al productization.

#### Week 14: Onsite | 80 hrs/week

#### Final Capstone + Misogi Demo Day

- Deliver your Al-first product with full-stack integration
- Present to industry experts, peers, mentors, and hiring partners.