

Oscar Manuel Arenas

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About

Computer Science graduate student with experience in data science, software development and machine learning. I have a strong interest in turning manual processes into scalable workflows that connect datasets, AI models, and visualization tools. My experience spans building knowledge graphs to evaluate AI research at NNSA and conducting AI research at USC ICT, with a focus on reliability, documentation, and usability.

Education

M.S. in Computer Science, California State University, Long Beach

Expected: May 2026

B.S. in Computer Science, California State University, Long Beach

May 2024

Experience

Machine Learning Graduate Researcher

Long Beach, California

Data Semantics and Human Data Interaction (D²) Lab, CSULB

August 2025 – Present

- Conducting thesis research applying machine learning to classify pilot performance based on eye-gaze data
- Refactored BEACH-Gaze, an open-source Java based eye-tracking analytics tool, into a modern Python-based system (TIDE-Gaze) with improved modularity, maintainability, and integration for machine learning ready data generation
- Exploring both image-based and time-series classification methods to evaluate pilot task performance thresholds
- Configuring and training deep learning models in PyTorch and TensorFlow to predict whether a pilot's task performance meets or falls below standards

AI Research Intern

Los Angeles, California

USC Institute for Creative Technologies

May 2025 – August 2025

- Designed a workflow to analyze 3rd to 12th grade English science text datasets to evaluate LLMs (ChatGPT-4o, Gemini, Cohere) Spanish translation performance using Spanish readability metric (Fernández-Huerta)
- Developed Python scripts to evaluate untargeted vs. grade-targeted Spanish translations, and implemented a Microsoft AutoGen retry AI agent that improved grade-level alignment accuracy by up to 15%
- Documented workflows and statistical analysis processes so researchers could trace, reproduce, and extend experiments

Data Science Intern

Remote

National Nuclear Security Administration

May 2024 – April 2025

- Interned at the NNSA Defense Nuclear Nonproliferation R&D office supporting the Data Science portfolio
- Created an ontology focused on Trustworthy, Effective, and Deployable AI (TED-AI) using Python to better characterize current focus areas, opportunities, and potential gaps for DNN R&D
- Developed a modular VS Code extension with drag-and-drop dataset uploads and D3.js visualizations, enabling non-technical users to explore ontology data
- Built an AI agent utilizing an AI ontology to evaluate research documents related to DNN R&D, leveraging Python LangChain libraries to assess ontology effectiveness

Personal Projects

AI-Agents Pong Game (*Python, Typescript, Flask*)

Mar–Apr 2024

- Built a VS Code WebView Pong game with both paddles autonomously controlled by AutoGen agents.
- Managed real-time canvas rendering and agent messaging; validated by Pydantic schemas
- Wrote Playwright tests for launch, gameplay, and scoring to ensure functionality.

Skills

Programming: Python | JavaScript | Java | R | SQL | Typescript

Libraries: TensorFlow | PyTorch | Pydantic | NumPy | Pandas

Coursework: Machine Learning | SWE | Algorithms

Tools: Git | Docker | Azure (AI Foundry) | Figma

Scholarships

- James D. Woolever CIS Scholarship**, Cerritos College Foundation
- Nega Family Scholarship for Students in Technology**, Cerritos College Foundation
- STEAM Scholarship Award**, presented by Neudesic