# OZANER HANSHA

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#### **EDUCATION**

Cornell University, New York, NY

Master of Engineering in Computer Science | GPA: 3.75

Merit Scholarship

Relevant Coursework: Machine Learning Engineering, Deep Learning, Data Science,

Startup Studio, VR/AR, App Infrastructure

Rutgers University, New Brunswick, NJ

Sep. 2018 - May 2021

Sep. 2022 - June 2023

Bachelor of Science in Computer Science, Mathematics, & Cognitive Science | GPA: 3.73

Minor in Philosophy.

Honors: Magna Cum Laude, Dean's list, High honors in Computer Science and Cognitive Science

Relevant Coursework: Data Structures & Algorithms, Computer Architecture, Probability Theory, Linear Optimization,

Differential Equations, Numerical Analysis, Deep Learning, Foundations of Quantum Mechanics

### TECHNICAL SKILLS

Rust, Python, JS/TS, C#, NoSQL/SQL, HTML/CSS, Dart, Java Languages: Libraries/Backends: PyTorch, NumPy, Pandas, GCP, Firebase, Flutter., Vector DBs Tools/Other: Git, Github CI/CD, LLMs, Linux, Prompt Eng

#### **EXPERIENCE**

## Dedroid Systems, Lead Developer

April. 2024 - Present Realtime LLM Conversational Agents (Rust, Python)

- Creating customizable conversational agents that can understand users' speech, visual inputs (e.g. screens, cameras), and perform complex tasks (e.g. playing Minecraft, browsing the internet), and respond with expressive avatars.
- Highly optimized for human-like response times in low level Rust, with Python interop for speech synthesis..
- Agents make use of a filterable **long term memory** allowing them to remember and make use of past thoughts and conversations.

## HotTakes, Co-founder/Lead Developer, New York, NY

Jan. 2023 - Dec. 2023

Audio-based Social Map app (Typescript, Firebase, Flutter, Dart)

- A mobile app that allows friends to share audio reviews about arbitrary locations on their own personal map.
- Finalist in Cornell Tech's startup awards. With 300+ users using the app.
- Led the development of the app which included implementing a frontend optimized to display and record live geolocation data, a scalable backend, along with security schemes, and LLM integration to enable AI features like semantic summarization and recommendations, CI/CD pipelines, as well as app store/testflight integration.
- Also project lead responsibilities include mentoring and directing Jr. developers and implementing systems to streamline the UX to developer pipeline.

#### Twitch, Software Engineering Intern, Seattle, WA

June 2021 - Sep. 2021

• Developed a web service in Go to collect, consolidate, and display metrics on the health of other Twitch services.

### **PROJECTS**

### **<u>aRNG</u>**, (Python)

Cloud-based quantum random number generator

- Created an open source Python package that generates random numbers & data using IBM's publicly available quantum computers on the cloud. Over 18,000 downloads via the Python package index.
- Implements quantum algorithms for integer and floating point number generation.

## Zorua, (Rust)

Optimized serialization/deserialization library for Rust

- A Rust library that enables the **fast serialization/deserialization** of binary data.
- Adds procedural macros that can create data structures that are zero-copy and endian-aware, and adds new syntax in Rust for adding bitfields to structs.

pkuManager, (C#, Dart, Python)

A universal file format & file manager for Pokémon

- Created a universal format for storing Pokémon as files, as well as an application to store, catalog, and **convert** these files into other formats without loss of information.
- Enables cross-compatibility between 20+ games via conversion between multiple file formats.

### **LEADERSHIP**

## HackRU, Executive Director, New Brunswick, NJ

- Directed 6 subteams organizing one of the largest hackathons in the country.
- Coordinated with vendors, sponsors, non-profits, and administration.
- Held semesterly at Rutgers University with 600+ participants from colleges around the country.
- Successfully handled the migration to online in response to COVID, with its myriad technical and logistical difficulties.

Dec. 2018 - May 2021