Paolo Pedrigal

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EXPERIENCE

Founder   January 2024 – Present
Mask   *San Francisco, CA*
- Built a cross-platform mobile application that converts social messaging to UI playing cards, utilizing React Native and TypeScript.
- Configured user authentication, database management, and storage with PostgreSQL and Supabase.
- Forked and modified an open source npm package for the card animations to speed development and improve the existing UI.
- Leveraged Expo's ecosystem, utilizing features like Camera, Image Picker, and Media Library to deliver seamless user interactions.

Prompt Engineer   February 2024 – January 2025
Outlier   *San Francisco, CA (Remote)*
- Analyzed AI-generated code in Python, TypeScript, and SQL, validating code accuracy and reliability with RLHF (Reinforcement Learning from Human Feedback) model training.
- Designed 48 multi-step workflows for client companies' fine-tune custom models, including prompt creation and evaluation.
- Managed and quality-checked an average of 2-3 projects weekly, supporting client generative AI companies.
- Enhanced model performance by refining writing quality in key areas, including factual accuracy, grammar, and coherence.

Full Stack Engineer Intern   March 2023 – June 2023
Tayo.One (Start-up)   *San Francisco, CA*
- Developed an MVP with a start-up engineering team for connecting users to Filipino-American organizations, businesses, and events.
- Built APIs with Python's FastAPI to handle OAuth2 authentication and manage PostgreSQL database transactions.
- Optimized Next.js-based app, reducing page load times from 3.2s to 2.8s (10% improvement).
- Managed cloud infrastructure on AWS (EC2, VPC, RDS, SSM) for deployment and relational database management.
- Containerized web application with Docker to ensure a consistent environment across development, testing, and production.
- Communicated effectively to end users for feedback upon early stage product development to gain data-driven decision-making.

Product/Test Engineering Support Intern   June 2022 – August 2022
Skyworks Solutions, Inc.   *Irvine, CA*
- Supported product and test engineers via tickets by troubleshooting data issues and analysis workflows for semiconductor testing.
- Implemented 5 Python scripts that extracted key information from raw semiconductor data, contributing to an ETL pipeline.
- Created data visualization dashboards in Spotfire using line graphs, histograms, and box plots to better understand semiconductor data.
- Reported 3 production errors found at the front-end UI of my team's data analytics software.
- Updated code documentation alongside development to meet current standards and practices of my team's code base.
- Effectively communicated with fellow product and test engineers through daily stand-up meetings.

Front End Developer Intern   June 2021 – August 2021
MLiora, LLC (Start-up)   *San José, CA (Remote)*
- Refactored 10+ React components, improving code reusability and reducing development time by 15%, as measured by project deadlines.
- Leveraged Git version control for a cross-functional team in building a prototype website for patients with leg length discrepancy.
- Utilized Sass for CSS preprocessing, simplifying the management and updating of styles, which improved my team's developer experience.
- Executed JavaScript unit tests with Jest to validate functionality and maintain code reliability alongside development.

Data Science Fellow   June 2021 – August 2021
University of California, Santa Barbara   *Santa Barbara, CA (Remote)*
- Conducted data analysis using Python's NumPy and pandas on a dataset of 295,938 environmental records on bees and plants.
- Developed linear regression models to identify plausible correlations between bees and plants based on different interaction behaviors.
- Trained and tested a K-Nearest Neighbors machine learning model to classify plant interactions by bee family, achieving 95.6% accuracy.
- Presented findings of research utilizing heat maps, line graphs, and geospatial plot to technical and non-technical audiences.

Data Science Mentee   April 2021 – June 2021
Stanford Biomedical Data Science Program   *Palo Alto, CA*
- Gained knowledge in data science and machine learning techniques, utilizing pandas, NumPy, and Matplotlib.
- Trained a Multinomial Naïve Bayes model for predicting Universal Studios review ratings, achieving 96% accuracy (F1 score).
- Shadowed my mentor in their PhD research in medical genetics and held 1:1 meetings.

RELEVANT PROJECTS

Full Stack Workout Logger (https://www.gitfit.me) | *React, Next.js, TypeScript, Tailwind, Python, FastAPI, Postgres, Docker, AWS*
- Created a website for programmers that exercise to track workout sessions in a shell-based UI.
- Built authentication using NextAuth.js, OAuth, reCAPTCHA, and custom JWT strategies to enhance user privacy.
- Developed RESTful API routes with Python's FastAPI for type validation, automatic documentation, and fast performance.
- Utilized AWS VPC for secure deployment of backend server in a private subnet with a reverse proxy (Nginx) at a bastion host.

C++ Multithreading Server @ UCI | *C++, Docker*
- Simulated a voting system by creating a local server that accepts clients simultaneously, utilizing C++'s pthread and signal libraries..
- Honed knowledge of synchronization fundamentals including semaphores, mutual exclusion, deadlock, and race conditions.

EDUCATION

University of California, Irvine   Irvine, CA
Bachelor of Science, Computer Science   *June 2023*

TECHNICAL SKILLS

Programming Languages: Python, TypeScript, C/C++, Java, SQL, HTML/CSS
Libraries/Frameworks: React Native (Expo), React, Next.js, pandas, NumPy, Matplotlib, sci-kit learn, NLTK
Backend/Databases: PostgreSQL, FastAPI, Node.js, Express.js, AWS, Firebase, Supabase
Tools/Testing: Git, Docker, Jupyter Notebook, Postman, Figma, Jest, Jira
Environments: Linux Ubuntu, WSL/WSL2