

Pedram B. Bayat

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EDUCATION

University of Pennsylvania, School of Engineering and Applied Science <i>B.S. in Bioengineering, Intended M.S.E. in Systems Engineering</i>	Philadelphia, PA May 2027
• <u>Coursework</u> : Machine Learning, Big Data Analytics, Probability, Discrete Mathematics, Linear Algebra, Differential Equations, Programming Languages, Signal Processing, Human Physiology, Biomechanics, Organic Chemistry	

PROFESSIONAL EXPERIENCE

Research Assistant, Ruella Lab <i>Perelman School of Medicine at the University of Pennsylvania</i>	March 2024 – Present Philadelphia, PA
• Develop CAR-T cell therapies against relapsed & refractory B cell malignancies to reduce immunosuppression.	
Biochemical and Cellular Pharmacology Intern <i>Genentech</i>	June - August 2025 South San Francisco, CA
• Develop and optimize functional and binding assays for novel, cell-based therapies	
Machine Learning Research Intern, Goodarzi Lab <i>Arc Institute</i>	May – September 2024 Palo Alto, CA
• Analyzed single-cell RNA sequencing data to investigate the impact of hypoxia environments on cancer cells	
• Implemented graph-based dimensionality reduction (UMAP, PCA) and pathway enrichment analysis (GSEA)	
Student Researcher, Kornberg Lab <i>Stanford University School of Medicine</i>	June – August 2023 Stanford, CA
• Purified eukaryotic topoisomerase IIα to discover structure of C-terminus and investigate small molecule binding.	
• Delivered presentation summarizing small molecule discovery and use of the protein as a tumor growth inhibitor.	

PROJECTS

Single Cell Assist <i>Python, Agentic AI, Microsoft Autogen</i>	January 2025
• Developed agentic large language model to automate cell type prediction in single-cell RNA sequencing analysis	
• Awarded 1st prize at 2025 Immune Health Hackathon and contributed to workshop paper at ICLR MLGenX2025	
Music Genre Classification <i>PyTorch, scikit-learn, Pandas, NumPy</i>	April 2025
• Developed a multi-class classification model to predict genres of Spotify songs based on their audio features	
• Conducted EDA, feature engineering, and implemented Random Forest, XGBoost, and neural network models	
2048 Game <i>Java Swing, GUI Development</i>	December 2024
• Designed and programmed 2048 game implementation using Java Swing with interactive user interface.	
• Implemented core game logic, user event handling, and user data storage	
Low-Cost Absorbance Spectrophotometer <i>C++, Solidworks, CircuitLab, Laser Cutting</i>	April 2024
• Designed, built, and validated a spectrophotometer to determine biomarker concentration in blood samples.	
• Successfully prototyped a spectrophotometer, with expected values falling within predicted confidence intervals.	

LEADERSHIP EXPERIENCE

Big Data Analytics (CIS 5450) Teaching Assistant <i>University of Pennsylvania Department of Computer and Information Science</i>	August 2025 - Present Philadelphia, CA
• Curate homework assignments, host office hours, write lecture notes, and grade exams for 300 student course.	

TECHNICAL SKILLS

Languages: Python, Java, SQL, R, C++ (Arduino), MATLAB, OCaml, HTML/CSS
Frameworks & Tools: PyTorch, scikit-learn, XGBoost, Scanpy, DESeq2, AnnData, OpenCV, Github, Hugging Face
Data Science: Apache Spark, Microsoft Azure, Pandas, NumPy, Matplotlib, SciPy
Laboratory: Functional Assays, Viral Vector Production, Flow Cytometry, PCR, Protein Purification, Cell Culture