

Piero F. Orderique

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🌐 www.pforderique.com in /pforderique

Education

Massachusetts Institute of Technology

SB Computer Science | *Expected: May 2024*

GPA: 4.8/5.0

Club Peru President, Latino Cultural Center Treasurer, Society of Hispanic Professional Engineers (SHPE), MAES VP of Social Affairs, Sigma Nu Tech Chair, Global Teaching Labs Machine Learning Teacher, AI@MIT

Technical Experience:

- 6.140 Software Studio: Teaching Assistant
- CSAIL UROP: Software Design Researcher
- 6.101 Fundamentals of Programming: Lab Assistant
- 18.C06 Linear Algebra: Grader

Relevant Coursework:

Design & Analysis Algorithms, Software Construction, AI, Machine Learning, Embedded Systems, Systems Engineering, Graphics, LinAlg & Optimization, Web Lab, Technical Comm, Game Theory, Computer Vision

Projects (see more at www.pforderique.com/projects)

Rent Prediction CNN > Computer Vision Model

05/2023 Designed and implemented a Convolutional Neural Network (CNN) using PyTorch and OpenCV that generates predictions from Google Street View images

OurSpace > Full Stack Website

12/2022 Developed a crowdsourcing solution to service requests for communities using Vue.js, MongoDB, and an express backend with a Google Auth. login system

AI Smart Rockets > Genetic Simulation

03/2022 Developed a genetic algorithm with reinforcement learning techniques to create path finding rockets around user-made obstacles

Instagram & Twitter Bots > Web Scrapers / API

12/2021 Designed an Instagram/Twitter Flask API using Python web scraping (Selenium) for an automated email notification service

AI Tic Tac Toe > Game

07/2021 Implemented the minimax algorithm to optimally play the game of tic-tac-toe against an adversarial human player (JS)

Paint Canvas > Android App

06/2020 Published a drawing app (Java) for kids utilizing object-oriented design with a minimalistic UI

Work Experience

Software Engineering Intern

06/2023 - 08/2023

Google

- Added Natural Language Processing (NLP) layers to the TensorflowJS library including Tokenizers and Transformers
- Automated model creation steps using prompt engineering
- Implemented the first Large Language Model (LLM), GPT2, on the TFJS library based on Keras and research papers
- Designed and published an API on npm for TFJS GPT2

STEP Intern

05/2022 - 08/2022

Google

- Performed a full stack refactoring (Java, TS) to support a more efficient protocol buffer and message caching system
- Created design docs and educational tech presentations
- Wrote autocomplete components (Angular), reducing the number of invalid options shown to user from ~98% to 0%
- Increased code coverage by 15%+ and fixed 20+ bugs
- Audited internal tools to meet accessibility standards

Machine Learning Engineer

01/2022

Microsoft

- Proposed a detailed ML architectural design for Intune
- Pre-processed and cleaned client data for training
- Trained and tuned a classification model with 97% accuracy on Azure ML Studio using standard performance metrics
- Deployed model as a web service (API) for internal use

Robotics Software Intern

06/2021 - 08/2021

NVIDIA

- Optimized standard ROS2 packages to run faster on NVIDIA hardware using internal APIs rather than OpenCV (C++)
- Reinforced project stability by writing unit and integration tests and benchmarking scripts (Python) in Docker
- Diagnosed and solved synchronization issues using time policy algorithms hidden in the implementation file (C++)

Software Engineer

09/2020 - 05/2021

MIT Office of Sustainability

- Research helped identify a potential \$600M+ worth of damage to university property from flooding simulations
- Designed a Python package for reading and visualizing 300+ specialized data files using SciPy, matplotlib, and NumPy
- Reduced geodata storage by 99.99% (from 1.1TB to ~1MB)

Skills

Programming

TypeScript, C++, Python, Java, JavaScript, SQL, Kusto, Julia, R, HTML/CSS, Assembly

Software & Tools

OpenMP, Git/GitHub/GitLab, MongoDB, Unix

Distinctions

Gates Scholar, President's Volunteer Service Award, HSF Scholar, 6.UAT Technical Presentation Hall of Fame