Kyle Rosenberg

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EDUCATION

Vanderbilt University, Nashville, TN | **Anticipated May 2026**
Bachelor of Engineering, Electrical and Computer Engineering | Minors in Computer Science and Engineering Management
Cumulative GPA: 3.51/4.00

Relevant Coursework: Programming & Problem Solving | Program Design & Data Structures | Differential Equations with Linear Algebra | HTML, CSS, and JavaScript (Coursera) | Intermediate Software Design | Discrete Structures | Algorithms | Special Topics in AI | Game Development | Computer Graphics

WORK EXPERIENCE

Adobe | *San Jose, CA*
Software Engineer Intern - Real-Time Customer Data Platform | **May 2025 – August 2025**

Vanderbilt University Computer Science Department | *Nashville, TN*
Undergraduate Teaching Assistant - Programming and Problem Solving | **August 2024 - Present**
- Hold office hours to assist students with understanding course material
- Grade assignments and tests, providing feedback to help students improve their programming abilities

InsightCyber | *Mineola, NY*
Software Engineer Intern | **May 2024 - August 2024**
- Fine-tuned and developed an LLM tailored for cybersecurity applications, aimed at improving client communication and security
- Developed a custom transformer model using Python and PyTorch, leveraging ScyllaDB for efficient data storage and management during model training

The Massapequa Tutor | *Remote*
Tutor | **April 2023 - Present**
- Specialize in high school and college math, including ACT Math and Science, algebra, and calculus; develop tailored lesson plans

PROJECTS

Tile Typer | **January 2025 – March 2025**
- Designed and developed a fast-paced typing game in Unity using C# and the Unity engine
- Implemented real-time input handling, UI systems, and scalable game logic architecture
- Collaborated with a team to manage version control, debugging, and performance optimization

AI Matchup Analyzer for the Premier League | **September 2024 – November 2024**
- Collaborated in a group to develop a soccer analytics tool for performance analysis using web scraping and machine learning
- Applied KMeans clustering and Random Forest to identify patterns and predict match outcomes
- Integrated NLP for keyword extraction and sentiment analysis from match reports

Chatbot for Special Education Students | **February 2024 - April 2024**
- Developed the frontend and JavaScript connections for a OpenAI API chatbot using HTML, CSS, and JavaScript
- Created a user-friendly, non-threatening UI to accommodate special education students

FIRST "Rapid React" Robotics Competition | **January 2022 - May 2022**
Programming Team
- Used Java to program autonomous movement procedures for the robot

LEADERSHIP EXPERIENCE

The Wheatley School Student Council | **September 2018 - June 2022**
Class Treasurer
- Managed banking activities, cash collections, and disbursements for the Class of 2022
- Organized school-wide events, fundraisers, and cash collection; allocated donations to support local charities

CAMPUS INVOLVEMENT

Theta Tau Engineering Fraternity | **September 2023 - Present**
Google Developer Student Clubs | **September 2023 - Present**
Zeta Beta Tau Fraternity | **January 2023 - Present**
Community Service Committee

Vanderbilt Club Baseball | **September 2022 - Present**
Communications Coordinator

SKILLS AND INTERESTS

- **Programming Languages:** Java | C++ | C# | Python | JavaScript
- **Technical Proficiencies:** LLM Development | Game Development | NoSQL | Git | GitHub | Spring Boot | Linux
- **Interests:** Baseball | Robotics | SCUBA Diving | Stock Market | Fantasy Football | Dessert