

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

- Built an AI-powered developer assistant using LangGraph to support internal engineering productivity at Adobe
- Developed a pipeline to convert GitHub repositories into vector embeddings and created tools for AI agents to perform semantic search across those embeddings
- Deployed the developer assistant internally, where it has been adopted by multiple teams to support engineering workflows

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

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 | LangGraph | Git | MongoDB | Spring Boot | Linux | Game Development
- **Interests:** Baseball | Robotics | SCUBA Diving | Stock Market | Fantasy Football | Dessert