

SALVADOR BUENADICHA CALVO

salvadorbu@vt.edu • 571-215-0443 • salbu.xyz • Vienna, VA

EXPERIENCE

Computer Science AI Training, Scale AI

May 2023 — Jul 2023

Worked on reinforcement learning/reward modeling for customer language models for computer science related technical prompts.

- Reviewed coding related model responses and provided feedback
- Wrote prompts for experimental models and evaluated correctness

Technologies: Python, JavaScript, DataCompute

Summer Intern, ONCE Foundation

Jun 2022 — Jul 2022

Worked alongside the quality assurance and robotics team

- Accessibility evaluations for <https://gal1y.fundaciononce.es/>
- Created an API for eye tracking engine
- Developed Selenium powered Google Chrome to highlight HTML elements based on eye tracking data

Technologies: C++, Python, Selenium, Windows API, HTML, JavaScript

Volunteer Math Instructor, Glasswing International

Jun 2020 — Nov 2020

Was a virtual volunteer for an underprivileged school district in El Salvador, working under Glasswing nonprofit

- Assisted middle school equivalent students in El Salvador with homework
- Recorded roughly a dozen math lectures for topics that students struggled with

EDUCATION

Virginia Tech, Computer Science, Bachelors of Science

Fall 2021 — Spring 2025

- GPA: 3.9/4.0 (Department Rank 6 of 204)
- John L. Pratt Scholarship (academic scholarship)
- Norrine Bailey Spencer Strong Start Award (Honors College student with 4.0 GPA during first semester)

Courses: Software Design, Datastructures & Algorithms, Computer Organization, Multivariable Calculus, Discrete Math, Linear Algebra

CURRENT PROJECTS

Canvas Discord Bot | *Python, Canvas API, Discord API*

- A hackathon project for our school's online course management system
- Used the Canvas and Discord API to create bot that updates user on pending assignments

QuickRead | *C, Linux API*

- Fast multithreaded searcher to find terms in large databases or text files
- Uses memory mapping to search through file without having to load it into memory

Browser Eye Tracker | *Python, C++, Tobii Engine, Windows API*

- Used Windows API (C++) to get data from eye tracking engine and created a Python usable DLL
- Used Python and Selenium to have a programmable browser
- Integrated Python program with DLL to outline HTML elements looked at and select them by blinking

SKILLS

- Code: Java, C/C++, Python, C#, Django, .NET Framework, REST, HTML/CSS
- Tools: Docker, Shell, Linux, Git
- Languages: Fluent English & Spanish

INTERESTS & HOBBIES

- Cybersecurity Club
- Hackathons/CTFS
- Intramural basketball