SALVADOR BUENADICHA CALVO

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EDUCATION

Virginia Tech, Bachelor of Science in Computer Science, Minor in Math **Fall 2021 — Spring 2025**

- GPA: 3.9/4.0 (Department Rank 6 of 204)
- John L. Pratt Scholarship Recipient
- Honors College Norrine Bailey Spencer Strong Start Award Recipient

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

TECHNICAL SKILLS

- **Programming Languages:** Java, C/C++, Python, x86, RISC-V, HTML/CSS/JS, C#, MATLAB
- **Tools/Tech:** Git, Docker, Bash, REST, VS Code, Neovim, Linux
- **Frameworks:** NumPy, Pandas, Django, .NET
- **Languages:** Fluent in English & Spanish

EXPERIENCE

Computer Science AI Training, Scale AI **May 2023 — Jul 2023**

Worked on reinforcement learning/reward modeling for customer large language models

- Wrote prompts for experimental models and evaluated for correctness
- Reviewed Computer Science related technical prompts and wrote model feedback

Technologies: Python, JavaScript, DataCompute

Summer Intern, ONCE Foundation **Jun 2022 — Jul 2022**

Worked alongside the quality assurance and robotics team

- Accessibility evaluations for https://ga11y.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 several math lectures for topics that students struggled with

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
- Results displayed in terminal UI created using ncurses

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

- Leveraged 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