

Steven Dindl

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EDUCATION

University of South Carolina

Expected May 2026

Bachelor of Science in Computer Science, Concentration in Artificial Intelligence

Major GPA: 3.70

- Courses: Adv. Programming, Data Structures, Networks, Software Engineering, Discrete Math, Linear Algebra
- Involvement: AspireAI LLM Project Researcher, Carolina Jiu Jitsu & Judo Club, Gamecock Wrestling Vice-President

EXPERIENCE

AI Research Assistant

July 2025 – Present

USC University Libraries

Columbia, SC

- Clean and structure domain-specific text datasets from historical metadata using Pandas and Jupyter
- Collaborate with professors and staff to define use cases for machine learning (ML) model applications
- Segment and validate data subsets to enhance quality for fine-tuning large language models (LLMs)
- Document project workflows, contributing to reports and presentations for cross-functional teams

Robotics Technician

Feb 2025 – Present

Starship Technologies Inc.

Columbia, SC

- Repair autonomous delivery robots to maintain reliable campus-wide food service operations
- Analyze repair logs to identify recurring failures, shortening diagnostic time and improving repair reliability
- Raised operational fleet health from 54% to 80% within one month by optimizing common repair workflows
- Conduct preventative maintenance to ensure consistent performance of computer vision hardware and CAN bus communication

Data Annotator

Oct 2024 – Present

Integer Technologies LLC

Columbia, SC

- Annotate extensive training datasets to ensure quality input for CNN based object detection systems
- Collaborate with engineers to optimize annotation workflows and increase data throughput
- Improved open-source software to meet annotation teams needs, contributing bug fixes and data metric collection features by writing code in Python and QT

PROJECTS

ML Data Evaluation Tools | *Python, C++, OpenCV, CMake*

- Developed a Python script using PIL and OpenCV to generate videos from image and JSON data for efficient labeling error detection
- Kick-started a standalone prototype application in C++ to rebuild the video generator with more robust features, utilizing CMake for cross-platform development and Conan for dependencies

Foreign Language Learning App | *Java, JavaFX, CSS, JUnit, Git*

- Led development of a JavaFX-based application, contributing 10K+ lines of code, conducting team code reviews, and implementing unit tests for a full demo with AWS-integration and a CSS styled UI
- Coordinated closely with project management to align technical execution with project goals, resulting in efficient team collaboration and timely deliverables

SKILLS

Languages: C++, Python, Java, Lua, C, Scala, Haskell, SQL, Bash, R

Tools: Git, GitHub, VS Code, Jupyter Notebook, MySQL, Jira, Confluence, Slack, Excel

Core Competencies: Object-Oriented Programming, Functional Programming, Design Patterns, Time Complexity Analysis, Code Debugging, Unit Testing, Version Control, Verbal Communication, Team Collaboration, Adaptability