Tejvir S. Mann

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EXPERIENCE

HPC Cloud Engineer
May 2021 – Present

Target Corporation   *Minneapolis, MN*

- Developing enterprise level AI Agent Workflows from scratch, involving Orchestration, Observability, and Infrastructure agents giving ~4,800 engineers in Target Tech access to AI driven RCA, and automation.
- Built Target's first AIOps tool using Target's Bulls AI models to analyze 500 log chunks of data, this tool is now used by over 700 engineers daily for error inference.
- Provide daily consulats for Target's Thalamus and Measurement systems, which are both distributed query processing engines outputting ~5 million logs/metrics a second for over 1,600 engineers on 90 teams.
- Developed Warning Signal API's for Target's TruEye, a surveillance system used by 146,000 cameras in 1,900 stores, reduced in-store camera failures from 5 to ~0.5 stores/month, a 10x reduction.
- *Tools* – Langchain, Apache Kafka, Kubectl, InfluxDB, CickhouseDB, GCP, Grafana, Postman, Golang, Docker, Golang, Consul

Frontend Developer
October 2021 – October 2022

CODAworx   *Madison, WI*

- The technical lead on a team of six, responsible for the development of CODAmarket, an online e-commerce platform for over 100 high-end artists and their works. *Deliverables* – Figma UI/UX Mockups, Shopify Custom JS FE, Webkul Integrated BE, Client Need – Product Analysis.

Researcher in CAVH Simulation Group
September 2020 – January 2021

UW Madison   *Madison, WI*

- Developed VISSIM simulations to assess the integration of highway probes communicating with self-driving vehicles in the Connected Automated Vehicle and Highway (CAVH) project.
- Generated accurate data from probes and vehicles, the simulation data was then directly used to train AI Models used in self-driving cars and highway probes at UW-Madison. Mentored by Dr. Bin Ran.

EDUCATION

University of Texas – Austin
Austin, TX

Masters of Artificial Intelligence, 4.0   *September 2024 – May 2026*

University of Wisconsin – Madison
Madison, WI

Bachelors of Science, Computer Sciences   *September 2018 – May 2021*

PROJECTS

Future of Natural and Classical Computing | *Informative Writing*
May 2021 – June 2023

- A 125 page writing exploring high impact future technologies. Meant to inform new engineers interested in AI/bioengineering. *Areas of Inquiry* – Artificial Intelligence, Neural Interfaces, Cell Reprogramming, TOE's, future applications, etc.
- To view writing, visit *tinyurl.com/2b8ak9fh or opensea.io/collection/forest-language*

Gallify | *Startup, iOS, TypeScript, Ethereum, Polygon, Metamask, Swift, Solidity*
May 2021 – August 2022

- An iOS app built for the Apple Vision Pro, users could purchase (with crypto) digital 3D assets/art for their personal AR spaces. *Code Repository* – github.com/Gallify
- As Tech Lead and startup Co-Founder, I pitched, recruited, and managed a team of 10 engineers under a Scrum Framework, grew the app to over 90 beta testers, and was accepted into **StartingBlocks Madworks Seed Accelerator**, winning a $5000 prize.

TECHNICAL SKILLS

Languages: *Python, Java, TypeScript, HTML/CSS, SQL, C, GoLang, Swift, Bash*
Tools: *Git, Docker, Firebase, Kubernetes, AWS, PostgreSQL, InfluxDB, Grafana, Postman, Bash, Consul*