Will Savage

Cambridge, MA / Washington, DC | wcsavage@mit.edu | github.com/ws-kj | 703-439-7983 | US Citizen

MIT student with a demonstrated history in applied AI/ML systems, full-stack web development, and more.

Education

Massachusetts Institute of Technology *(2024-present)*

Candidate for Bachelor of Science (S.B.) in Computer Science and Engineering, expected May 2028

Activities - Varsity Lightweight Rowing, MIT Entrepreneurship Club

H-B Woodlawn Secondary Program *(2020-2024)*

High School Diploma, GPA: 4.3, SAT: 1600/1600

Activities - International Science and Engineering Fair Finalist, Eagle Scout, Varsity Rowing Team Captain

Experience

Undergraduate Researcher - MIT Algorithmic Alignment Group *(Oct. 2024 - Present)*

- Contributing to OpenTAMP, a pipeline for training robotic policies in uncertain domains

Software Engineer Intern - Parsons Corporation *(Summer 2023)*

- Developed ParsonsGPT, a web interface for RAG and LLM interaction
- Implemented advanced LLM features including agents, self-ask chaining, and document retrieval
- Built web application using C#, ASP.NET, and React
- Leveraged Azure Cloud resources including PostgreSQL, Cognitive Search, and Azure App Service

Software Engineer Intern - Jefferson Lab National Accelerator Facility *(Summer 2022)*

- Designed and built a computer-vision based system for calibrating high momentum spectrometers
- Utilized OpenCV, Tesseract, and various OCR solutions
- Implemented project in both Python and C++, distributed final version as shared library

Personal Projects

Versara *(2024)* - Built a novel intelligent obfuscation system that protects web pages from AI scrapers without affecting user experience. Implemented microservice architecture on AWS and a client-facing node.js library.

Orpheus *(2024)* - Built an interpreted programming language with features including gradual typing, monadic types, and first class functions. Implemented lexer, parser, and evaluator from scratch in both Python and C++.

Orphic *(2023)* - Built an open-source CLI tool in Rust that uses GPT to translate complex tasks into a series of shell commands to be executed on the system with over 250 users.

Pupil-Controlled Vehicle *(2021-2022)* - Built an eye-tracking system for controlling vehicles. Used OpenCV, Python, 3D printing, HTTP sockets, and Raspberry Pi. 2022 ISEF Finalist project.

xsnip (*2021-2022)* - Built an open-source screenshot program for X11 in C. Rapidly implemented and improved features based on community feedback while ensuring memory safety and system compatibility.

H-B Woodlawn Arena Scheduling (*2021-2023)* - Maintained and upgraded a web application used by my high school to generate student schedules and class rosters for 800+ students a year. Deployed and scaled with AWS.

wOS (*2019-2020)* - Built a 64 bit hobby operating system in Rust, featuring higher half paging, multicore support, a variety of hardware drivers, and a completely homegrown filesystem.

Skills

Languages: C, C++, C#, Java, Python, Rust, Go, JS/TS+React, HTML/CSS

Tools/Platforms: Linux, Git, AWS, Azure, GCP, SQL, CMake, GDB

Domains: Low level programming, Full stack web development, Applied ML and computer vision, OS design