Shane Sawyer

shanes3@illinois.edu | linkedin.com/in/shanesawyer1

EDUCATION

University of Illinois Urbana-Champaign — **Champaign, IL**
Master of Computer Science — GPA: 4.00 | Expected: Dec 2025

University of California, Santa Cruz — **Santa Cruz, CA**
Bachelor of Science in Computer Science — GPA: 3.82 | June 2023

PROFESSIONAL EXPERIENCE

DataAnnotation — **Ontario, CA**
Software Developer — May 2024 - Present

- Training AI models in programming and coding tasks to enhance their ability to generate accurate code by 12%.
- Evaluating 200+ responses weekly, boosting the overall quality and consistency of AI outputs by 30%.
- Improving various AI models used by over 100 million users, across diverse programming languages.
- Applying data-driven approaches and A/B testing to refine evaluations and achieving a 15% improvement in performance.
- Refining previous evaluations and enhancing their accuracy by 10%, using advanced review methodologies.
- Monitoring performance across multiple languages, ensuring a 95% consistency rate in Python, C++, JavaScript, and more.
- Collaborating with teams of 10+ developers to deploy improvements to models, leading to more adaptive and aware models.

University of California, Santa Cruz — **Santa Cruz, CA**
Lead AI Engineer — April 2023 - June 2023

- Led the development of an AI game agent that outperformed 90% of competing teams' models, securing 4th place finish.
- Mentored a team of 4 engineers, resulting in the successful implementation of 10+ Python-based AI modules.
- Coordinated 14+ Agile sprints and stand-up meetings, improving team productivity and on-time task completion by 25%.
- Developed and integrated 9 advanced AI features, enhancing the model's win rate against opponents by 30%.
- Conducted post-competition analysis, identifying key areas for improvement and driving a 15% increase in model robustness.
- Accelerated development cycle by 20% by utilizing GitHub, daily collaboration, and CI/CD practices.
- Designed and executed 20 unit tests to validate AI behaviors, leading to a 20% reduction in unexpected model failures.

University of California, Santa Cruz — **Santa Cruz, CA**
Algorithms & C Software Assistant — Sept. 2021 - March 2022

- Managed the grading and feedback for 200+ students, ensuring a 100% on-time return rate for graded assignments.
- Streamlined grading by developing automated scripts in Bash, reducing grading time by 20% and enhancing consistency.
- Assessed up to 60 assignments per week on a strict schedule, ensuring timely feedback and results for students.
- Evaluated 1000+ assignments and provided feedback on code written in C and design documents at a 0.003% discrepancy rate.
- Collaborated with instructors to refine grading criteria and feedback quality, leading to 15% increase in student satisfaction.
- Provided actionable insight and detailed feedback on assignments, leading to a 5% increase in student performance.
- Reviewed and debugged 300+ lines of student code per week, leading to a reduction in common programming errors.

PROJECTS

University Matching Web Application — Jan 2024 - Present

- Developing an interactive web application in Python which analyzes 5+ academic criteria to give university recommendations.
- Creating a dashboard with over 10 interactive elements, enabling real-time data visualized and personalized user experiences.
- Managing and querying 100000+ records across MySQL, Neo4j, and MongoDB, ensuring fast and accurate data retrieval.

Discord Bot — Dec 2022 - Present

- Engineering 10+ custom features, enhancing user experience for a small community of users.
- Managing a lightweight MySQL database with 1000+ records, ensuring reliable data handling and quick access times.
- Using AWS services such as EC2 for hosting, achieving 99% uptime and supporting the needs of the user base.

Minesweeper AI Research — March 2023 - June 2023

- Developed and tested 5 reinforcement learning algorithms in Python, achieving a 20% increase in game-solving accuracy.
- Trained 3 neural network models on 1,000,000+ game scenarios using TensorFlow, enhancing decision-making capabilities.
- Created a dashboard with 10+ Seaborn visualizations which enabled tracking of performance and real-time analysis of outcomes.

SKILLS

Languages: Python, C, C++, C#, Java, JavaScript, HTML/CSS, Go
Skills: Machine Learning, Natural Language Processing, Data Analysis
Frameworks and Libraries: .NET, TensorFlow, NumPy, Flask, React
Tools: Visual Studio, GitHub, Git, AWS, Azure
Operating Systems: Linux, Windows
Databases: MySQL, MongoDB, Neo4j