

Aydan Gonzalez

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EDUCATION

University of California, Berkeley

Bachelor of Arts in Data Science

Berkeley, CA

Expected May 2029

EXPERIENCE

Machine Learning and SWE Intern

IPick.AI

Sep. 2026 – Present

Cupertino, CA

- Building an LLM-powered portfolio optimization tool (Claude and OpenAI APIs) that analyzes user holdings and generates risk-weighted investment recommendations
- Implementing a reinforcement learning system that uses weekly stock performance feedback to continuously improve ranking accuracy for high-growth and high-risk equity picks across 5,000+ stock options

Student Researcher, Data Discovery Program

COFAIR

Sep. 2026 – Present

San Francisco, CA

- Designing an AI token exchange architecture connecting donor organizations with nonprofits to enable access to donated AI resources
- Mapping donor matching, API calls, and usage transactions in system diagrams to define the exchange workflow
- Evaluating API-key handling, encryption, authentication, and session persistence requirements to inform a secure exchange design

PROJECTS

Two-Stage Object Detection for Ornithopter

Python, PyTorch, TensorRT, YOLOv8

Aug. 2025 – June 2026

- Designed a two-stage YOLO detection system for an autonomous ornithopter (flapping-wing drone), pairing a lightweight edge model with a high-accuracy reference model to reach 30 FPS
- Architected an RTK-inspired correction scheme using bounding-box deltas to refine edge predictions, improving accuracy by 80%
- Trained models in PyTorch and deployed on NVIDIA Jetson Nano with TensorRT, cutting latency by 20%

Parapsychology (First-Person Horror Game)

C#, Unity, Git

Oct. 2025 – June 2026

- Led a 9-person student studio building a first-person horror game from concept to a Steam release-ready build in 9 months, presented at the school open house
- Programmed core gameplay systems in C#, including ghost enemy AI, item pickup, tool management, and the death screen, forming the game's main gameplay loop
- Ran Kanban sprints and managed GitHub version control for 4 programmers, while onboarding 3 interns through curated Unity tutorials and hands-on teaching

Gmail Summarizer (Chrome Extension)

JavaScript, Chrome Extensions API, Claude API

Sep. 2026 – Present

- Built a Chrome extension that automatically summarizes Gmail emails in a side panel the moment an email is opened, requiring zero clicks from the user
- Integrated the Claude API with a user-supplied key to generate concise summaries from email content
- Published as a free extension on the Chrome Web Store
- Expanding to additional browsers and building new tools, including a Google Calendar integration

SKILLS

Languages: Python, Java, C++, C#, SQL, JavaScript, HTML/CSS

ML/AI: PyTorch, TensorRT, YOLOv8, CUDA, NVIDIA Jetson, pandas, NumPy

Developer Tools: Git, Unity, Google Cloud Platform, VS Code, Visual Studio, PyCharm