

# Vasanth Pugalenthir Saravanan

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<https://github.com/VasPug>

## Summary

Aspiring AI/ML engineer and researcher skilled in Python, PyTorch, and cloud technologies, with experience delivering production-ready systems through internships and projects. Founder of my own startup, combining hands-on technical expertise with entrepreneurial drive to build scalable, impactful solutions.

## EDUCATION

California Polytechnic State University | San Luis Obispo, CA

Sep 2022 - Jun 2026

B.S., Computer Science

- **GPA:** 3.75
- **Achievements:** Merit Scholar

## TECHNICAL SKILLS & AWARDS

- **Languages:** Python, Java, C, SQL, TypeScript
- **Frameworks/Libraries:** PyTorch, Pandas, Scikit-learn, React, Spring Boot
- **Tools/Platforms:** Docker, Google Cloud Platform, Heroku, Git
- **Specialties:** Machine Learning, Deep Learning, Generative AI, AI Agent Development

## PROFESSIONAL EXPERIENCE

CEF AI

Nov 2025 - Present

AI Engineer

San Francisco

- Built a full multi-agent gaming analytics workflow on top of the company's agent platform, creating specialized LLM-driven agents that analyzed Dota 2 gameplay telemetry to produce behavioral, sentiment, and progression insights.
- Enhanced the concierge agent to orchestrate multi-step pipelines by retrieving intermediate data and delivering the correct context to downstream agents.

Zebra Technologies

May 2025 - Aug 2025

Machine Learning Intern

New York

- Redesigned and fine-tuned two PyTorch CNNs with CUDA acceleration for real-time \*blurry vs. sharp\* image classification on Zebra devices, improving accuracy from 44% to 80% (close-up) and 72% to 80% (distant).
- Conducted human evaluation sessions to collect image quality scores, creating the ground truth baseline for benchmarking and validating model performance.
- Built a custom automation tool that streamlined dataset creation and evaluation loops, enabling faster experimentation, and optimized models for deployment.

AI For Search and Rescue

Mar 2023 - May 2025

Machine Learning Team Lead

San Luis Obispo, CA

- Developed and trained Machine Learning and Deep Learning models, including K-means, KNN, and SVM, on historical Search and Rescue data, achieving pattern recognition in missing person groups with over 80% accuracy, aiding faster response strategies
- Presented findings at the Missing Persons Conference in Las Vegas twice, raising awareness on search strategies and influencing new approaches in missing person cases
- Oversaw a 15-person ML team, communicated with the professor, and pursued strategies for management improvement.

Ryght AI

Mar 2024 - May 2025

Generative AI Intern

- Designed and implemented generative AI agents to enhance user search experiences across medical services, including Clinical Trials.
- Enabled AI-driven search capabilities, allowing users to ask specific questions and receive relevant results through generated API calls.

## Projects

Livin | Website

Sep 2024 - Present

- Architected the full technical stack, combining AI agents built in Python (Google Agent Development Kit) with a Next.js backend, deployed on Google Cloud Platform for scalability.
- Led a cross-functional team in a fast paced environment, directing the product roadmap from conception to a successful launch with an initial user base of over 700 students at Cal Poly and UC schools.
- Managed operations, marketing, customer research, and investor pitching.