Adam Gans

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SUMMARY

Computer Science Senior (3.89 GPA) with experience shipping **GenAI pipelines** and engineering **high-performance RL systems**. Proven ability to architect **scalable automated solutions** and design **computationally efficient algorithms** using **C++ and Python**.

SKILLS

- **Languages**: Python, C++, C, Java, JavaScript, Ruby, SQL
- **ML/GenAI**: PyTorch, TensorFlow, PPO, OpenAI/Anthropic APIs, Prompt Design, Prompt Caching, IsaacLab/IsaacSim
- **Systems**: Docker, Git, Postgres, Sidekiq, Concurrent-Ruby, AWS (Bedrock)

EDUCATION

University of California, Irvine **2026**

B.S., Computer Science

- **GPA:** 3.89
- **Coursework:** Machine Learning, Algorithms, Data Structures, Graphs, Software Design, Information Retrieval, Statistics

EXPERIENCE

Prevail Legal **Jun 2025 - Sep 2025**

AI Engineering Intern *San Diego, CA (Remote)*

- **Built a GenAI pipeline to synthesize full-length deposition transcripts** (360+ pages each) as test data for upcoming legal-tech features.
- Implemented **parallel generation** of 1–5 transcripts per case with Concurrent-Ruby; typical case completes in 30 minutes.
- Utilized **Anthropic/OpenAI models via AWS Bedrock** with **30+ prompt templates**, bringing costs to $2 per transcript.
- **Shipped an admin UI in Rails** (Turbo/Slim) with configuration, progress updates, and cost estimates; deployed as an internal tool.

Premier Legal Center **Jul 2024 - Sep 2024**

AI Engineering Intern *San Diego, CA*

- **Automated legal demand drafting** by combining AWS Textract with OpenAI APIs to process both handwritten documents and text PDFs.
- **Reduced drafting time from 20 minutes to 20 seconds** per document, boosting employee **productivity 50x**.
- **Trained employees** on system usage and ChatGPT best practices; refined prompts through evaluation and fine-tuning.

UC Irvine Athletics, ESPN+ **May 2023 - Present**

Sports Broadcasting Director *Irvine, CA*

- Produced 50+ live broadcasts, **directing a crew of 10**, reaching thousands of viewers; spearheaded enhancements for broadcast graphics.

PROJECTS

Multi-Way (3-Player) NLHE Poker AI **Nov 2025 - Present**

Personal

- **Engineered a research-grade MCCFR Poker AI from scratch**, scaling from 2 to 3-Player Games by implementing action abstraction to tame the exponential state space.
- **Enabled training on consumer hardware** by optimizing memory usage by 92% (60GB to 5GB) using sparse data structures and parallelizing the training loop via C++/pybind11.
- **Verified strategic convergence** and logic integrity (e.g., side-pots, incomplete raises) using automated testing probes and training-time evaluations.

Goal-Navigating Quadruped (Hierarchical PPO) **Oct 2025 - Dec 2025**

UC Irvine

- **Built a hierarchical PPO stack in NVIDIA Isaac Lab for a quadruped robot**: high-level navigation outputs commands to a low-level locomotion controller.
- Trained **goal-reaching + obstacle avoidance** using LiDAR-style raycasting and global planner lookahead hints (next-waypoint vectors).
- Scaled training to **4096 parallel environments** with increasingly dense randomized obstacles, training in 12 hours combined.

Video Lip-Reading with Autoencoders **Apr 2025 - Jun 2025**

UC Irvine

- Used **3D ResNet (r3d_18) to fine-tune a video encoder**, then compared Variational AE sampling against DNN, MLP, and XGBoost classifiers.
- Diagnosed overfitting and class imbalance; Achieved **77.3% test accuracy (and 52.4% OOD)** by using the MLP decoder.
- Processed GRID corpus dataset videos with OpenCV, frame tensors, and Torchvision r3d_18 for feature extraction.