

Kai Karadi

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EDUCATION

University of Illinois Urbana-Champaign

Expected May 2027

B.S. in Computer Engineering

GPA 4.00 | Champaign, IL

Honors: O. Thomas and Martha S. Purl Scholarship, Illinois Engineering Achievement Scholarship, James Scholar

Coursework: Data Structures and Algorithms, Computer Systems and Programming

Upcoming Coursework: Operating Systems, Generative AI Models, Machine Learning

EXPERIENCE

Synchrony Financial

January 2025 – August 2025

Software Engineering Intern

Champaign, IL

- Secured multiple 1st places (500 participants) at Synchrony's international hackathons, building an agentic workflow with AWS Bedrock for Agile ticket creation and process automation design with Cursor and GitHub Copilot
- Designed an automated AWS architecture for PGP key rotation, envisioned to enhance security by automating 100% of key lifecycle management and leveraging AWS Secrets Manager, AWS Lambda, Cloud HSM, and AWS S3
- Developed a partner compliance dashboard microservice and API using Spring Boot, MySQL, Java, and deployed with CloudBees CI/CD, to streamline compliance reviews for 440+ internal and external teams

National Center for Supercomputing Applications

February 2024 – May 2025

Software Research Intern

Urbana, IL

- Engineered a containerized AI dietitian chatbot microservice to include user meal histories, with sub-1-sec response times, by leveraging ChatGPT Assistants, LangChain, RAG, few-shot prompts, AWS Lambda, GraphQL, Python
- Led the development of a novel food recommendation engine, enhancing personalized recommendations from 2.5 million foods, utilizing vector embeddings, clustering, health indices, fuzzy search, and scikit-learn in Python
- Developed an Android/iOS mobile chatbot frontend using Flutter and Dart, with error logging
- Built a full-stack benchmarking platform for dietitians to evaluate the chatbot using Next.js, React, and JavaScript

AI Camp

December 2021 – November 2022

Software Engineer & Student Mentor Contract

Palo Alto, CA

- Engineered an NFT tool suite in TypeScript, encompassing real-time alerts, price listings, processing data from five major marketplaces, garnering 400+ monthly interactions, earning recognition from a Google Senior Engineer
- Built and unit tested a full-stack NFT market analysis dashboard using Django for API development and Chart.js, enabling real-time tracking of prices, sales volume, high-value buyer activity, and 10,000+ data points
- Designed a PostgreSQL data pipeline to track feature use, target UX interviews, and obtain a 3-month contract
- Led a team of five students to design a real-time multiplayer GenAI Art game in TypeScript, React, and Firebase

Nouns DAO

February 2023 – May 2023

Software Engineer Contract

Mountain View, CA

- Supported the development of an LLM-powered knowledge graph and Wikipedia-style database, generated automatically using OpenAI's ChatGPT, in a team of 4 to help users navigate the decentralized Nouns Org
- Extracted Q&A pairs from chat logs using LLMs, prompt engineering, few-shot prompting, and RAG

PROJECTS

Autocomplete AI Assistant

- Developed context manager for a macOS Autocomplete AI Assistant in Rust, leveraging multi-threading, async programming, channels

Flower Gan

- Built a flower image GAN and interactive latent space explorer in PyTorch, enabling generation and manipulation of high-resolution flower images to explore model features

Cloudy AI Image Editor

- Designed a node-based AI art generation frontend using React, Next.js, and Tailwind CSS, enabling users to iteratively create, modify, and explore AI-generated images in an edit tree, to improve accessibility

SKILLS

Languages: Python, JavaScript, TypeScript, C, C++, HTML, CSS, SQL, Java, Rust

Libraries: React, Spring Boot, Next.js, Tailwind CSS, Pandas, Django, Flutter, Jest

Developer Tools: Git, Docker, Node.js, Bash, Linux, AWS Lambda, Azure, CloudBees CI/CD