

# Santiago Rodriguez

Email: [svntiago@gmail.com](mailto:svntiago@gmail.com) | Phone: [347-600-2359](tel:347-600-2359) | LinkedIn: [sirodriguez-iii](https://www.linkedin.com/in/sirodriguez-iii) | Website: [svntiago.com](https://svntiago.com)

## EDUCATION

**University of Notre Dame du Lac**  
Bachelor of Science in Computer Science  
◦ Hipp-Beeleer Scholarship Recipient  
◦ Faculty Choice Senior Recipient

**Notre Dame, IN**  
Sept, 2020 – May, 2024

## SKILLS

**Programming Languages:** Swift, Python, Java, C, TypeScript

Tools/Libraries: Xcode, Vim, SwiftUI, LangChain, NextJS, React, Insomnia, Ollama

Languages: English - Native, Spanish - Conversational

**Operating Systems:** MacOS, Unix - Pop!Os

**Relevant Coursework:** Compilers and Language Design, Natural Language Processing, Computer Vision, Human-AI Collaborative Systems, Programming Languages, Research - Computer Vision ML

## EXPERIENCES

**Apple** | Software Engineer - Evolve Rotational Program | **New York City, NY** | July 2024 - Present

- **Apple TV & Sports** | Sports Client [Feature Team] - (SwiftUI, LangChain, Client/Server Architecture)
  - Developed new iOS features, improved layout rendering performance, and implemented accessibility improvements throughout the app.
  - Designed and implemented multiple LLM feature prototypes through hackathons. Presented demos to stakeholders and senior leadership, including Dir. of Engineering and VP, Services.
  - **Development Lead:** Quick Actions, Accessibility Reflow, and Pre-Game Lineups

**Apple** | Software Engineer Intern | **San Diego, CA** | May 2023 - August 2023

- **Education Enterprise Technology** | Boost Team - (Swift/UI, Obj-C, IPC, ScreenTime, Device Management)
  - Architected a Swift framework that leveraged SPI and XPC services to enable future feature work and enhancing the overall customer experience.
  - Worked cross functionally with interns in the iContest to create a compelling visual abstract. Pitched the experimental feature to senior executives.
  - Tested, screened and triaged bugs by inspecting device logs and adding specific reproducibility steps for engineers.

**BILL** | Software Developer | **San Jose, CA** | Jan 2023 - May 2023

- **Developer API** - (Java, Gradle, RESTful API, OpenAPI, Junit, Micronaut)
  - Focused on splitting processes off monolith engine into scalable Lambda micro-processes.
  - Implemented an end-to-end AutoPay feature endpoint which simplified 3 tedious transactional steps and enabled seamless integration between dev applications.

## PROJECTS

**Multi-class Segmentation Research** | Jan - May 2024 | **WandB, PyTorch, React, HuggingFace**

- Developed end-to-end machine learning pipelines, including data annotation, model training, and fine-tuning, to achieve high-performance models for specific tasks.
- Applied various advanced machine learning models, such as UNETR and Conditional UNETR, to address the unique challenges of each project.
- Created a custom tool leveraging Meta's SAM (Segment Anything Model) to automate the segmentation, cropping, segment editing, and labeling of images, drastically reducing the time and effort required for manual data annotation by ~600%.

**EyeTrack** | August - Dec 2023 | **OpenFace, MediaPipe, PyTorch**

- Developed a real-time computer vision system to detect and track a user's gaze accurately via camera feeds and converted into mouse movements for seamless control.
- Implemented noise reduction techniques, resulting in a 25% improvement in the model's output accuracy and ensuring a smoother, more reliable user experience.

## LEADERSHIP/ACTIVITIES

**Colorstack** | *Founding Chapter Member* | Sept 2022 - Present

- A Tech non-profit cultivating a cross-campus community focused on community building, academic support, and career development opportunities at scale.
- Established a chapter at Notre Dame.