

Alex de la Iglesia

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EDUCATION

University of Michigan

M.S.E. in Computer Science (intended)

B.S.E. in Computer Science, Mathematics Minor (GPA: 3.98/4.00)

Honors: University Honors and Dean's List for Fall 2021, 2022, Winter 2022

Relevant Coursework: Operating Systems, Machine Learning, Artificial Intelligence, Advanced Algorithms, Data Structures and Algorithms, Probability, Combinatorics, Programming Languages, Compilers, Computer Organization

Ann Arbor, MI

September 2024 - May 2025

September 2021 - May 2024

EXPERIENCE

Stripe

Software Engineering Intern

May - August 2023

San Francisco, CA

- Developed Style Guide Checking tool with LLM integration for internal documentation, validated by technical writer feedback
- Developed feature to generate summaries on edits made to internal documentation with LLMs, being used in over half of all new edits made by Stripe employees
- Lead LLM usage in production software by designing infrastructure for its use, developing rigorous testing framework to validate prompt effectiveness, and guiding team members to use LLMs effectively

Nokia - Deepfield

Software Engineering Intern

June - August 2022

Ann Arbor, MI

- Developed management software for users and permissions groups using React, allowing migration from existing legacy software while removing cross site scripting (XSS) vulnerabilities and improving UX consistency
- Modified backend software to allow user models to be a part of multiple permissions groups, allowing for more customizable permissions control implemented in new management software

Myelin Tech Space LLC

Machine Learning Researcher

April - June 2023

Ann Arbor, MI

- Conducted research on using Machine Learning and Fuzzy Logic for various applications classifying various brain wave states: blink detection, alpha and gamma wave detection, emotion state detection, and P300 motor reflex detection
- Performed experiments on subjects using an EEG dry electrode cap to detect brain wave states during different stimuli
- Lead a reading group of 6 researchers and met with professors to learn new ML methods for interpreting our data
- Developed ML model resulting in 94.7% accuracy identifying anger in patients using a multi-layer perceptron classifier

SLED Research Lab

Research Assistant

September 2022 - Present

Ann Arbor, MI

- Conducted research on Perceptually-Enabled Task Guidance (PTG), how to use Natural Language Processing (NLP) to guide communication a set of instructions
- Implemented data logging to a MongoDB database using API and developed pipeline for merging audio and video samples
- Conducted experiments with subjects for data collection and improving custom interaction system

University of Michigan

Instructional Aide for EECS 445 Machine Learning

August 2022 - Present

Ann Arbor, MI

- Managed grading team of 11 students, led weekly discussions of around 30 students, and held weekly office hours

PROJECTS

Business Student Customer Relationship Management (CRM) Application (React, NextJS, Figma)

- Worked with 2 other software engineers and 1 user-experience (UX) student to develop a CRM intended for business students to build their networks, providing scheduled reminders to contact important contacts
- Developed a chrome extension using React and NextJS, and designed using Figma. Research was conducted with business students on an MVP to determine importance of features, and was modified to account for results

FIRST in Michigan Robotics Simulator and Tournament Manager (Unity, C#, Docker, PHP, SQL, Javascript)

- Developed system for administrators to create and manage tournaments in robotics simulator with frontend platform
- Created a spectator client using Unity and C# to allow visitors to watch matches live in the simulator

TECHNICAL SKILLS

Languages

C++, Python, C, Javascript/Typescript, OCaml, Rust, Ruby, LaTeX, SQL

Libraries/Frameworks

PyTorch, NumPy, Matplotlib, Django, React, Redux, OpenCV

Tools

Git, Linux, Docker, Microprocessors, ROS