

DHRUV KAUL

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EDUCATION

University of Southern California, Viterbi School of Engineering

Master of Science in Computer Science (*GPA: 3.82*)

December 2026

Bachelor of Science in Computer Science

May 2026

Honors: USC URAP Fellowship 24-25 Recipient, Viterbi Dean's List (x4)

Relevant Coursework: Algorithms, Database Management Systems, Data Structures, Machine Learning

Extracurriculars: USC Sports Business Association, Sigma Phi Delta, USC AI Safety, Trojans Sport Research Lab

TECHNICAL SKILLS

- Programming: C++, Python, Java, TypeScript, JavaScript, SQL
- Frameworks: Spring Boot, FastAPI, Django, React, Next.js
- Cloud and Tools: AWS (S3, SageMaker, Bedrock), Vercel, Docker, Git, Linux

EXPERIENCE

Software Engineer – AI Solutions | Machina Sports | *San Francisco, CA*

June 2026 – August 2026

- Develop multimodal AI platform for leading global sportswear company (NDA) that automates athlete sponsorship and brand visibility analysis across 30+ professional athletes spanning 7 sports
- Engineer computer vision retrieval pipeline using Gemini Vision and OCR to identify exact products from catalog of 2,400+ items across 40+ footwear and apparel product lines
- Improve product identification by designing image segmentation pipeline, accounting for 73% of successful product retrievals

Software Engineer – Backend | OneMain Financial | *Charlotte, NC*

June 2025 – August 2025

- Increased credit approvals by 20% by developing backend Java services to automate loan approval workflows
- Developed Python-based pipelines using AWS to predict credit card application likelihood for 1.2M+ customers, enabling more targeted mailing campaigns

Machine Learning & Backend Engineer | Booksnake | *Los Angeles, CA*

Sep 2024 - April 2025

- Collaborated with researchers and historians to develop Augmented Reality app showcasing 3.6+ million digitized cultural artifacts from national archives
- Designed computer vision model that used image-embedded scale bars to estimate real-world artifact dimensions, improving AR object display accuracy by 53%

AI Engineer | Kintsugi Global, Inc. | *Los Angeles, CA*

May 2024 - July 2024

- Led team of 5 to deploy GenAI-powered Q&A chatbot, increasing user engagement by 35% on anime/manga Web3 platform backed by Japan's \$1B "DigiDen" initiative

PROJECTS

StillInIt.app | Next.js, TypeScript, React, Vercel, FastAPI

June 2026 - July 2026

- Built World Cup 2026 planning platform serving 25,000+ visitors and 148,000+ page views, helping fans make travel decisions through live tournament tracking and prediction-market odds
- Engineered data pipeline with Kalshi and ESPN with Monte Carlo simulation engine to generate minute-level tournament probabilities
- Iterated on the platform using user feedback submissions, shipping fan-requested features including travel planning tools and live bracket page

Addison | React Native, TypeScript, JavaScript, Firebase

Aug 2025 - Dec 2025

- Led team of 6 to develop a cross-platform ADHD productivity app that helps users manage focus through brain dump, timer, and reflection flows
- Developed 10+ modular React Native screens, improving app responsiveness by ~40%

LEADERSHIP

President of Sigma Phi Delta Alpha Chapter

Aug 2024 - Jan 2025

- Led 20-member fraternity, increasing outreach by 30% through targeted recruitment campaigns while organizing weekly initiatives to improve member engagement