Antonio Llano

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EDUCATION

Stanford University   Stanford, CA
Bachelor of Science in Computer Science (AI track), Electrical Engineering   *Sep. 2024 – Jun. 2028*
- Activities: Student Space Initiative - Satellites, Stanford ACM, Friends and Family, ASES
- Relevant Coursework: Machine Learning, Deep Learning for Computer Vision, Decision Making Under Uncertainty, Mathematical Modeling of Biological Systems, Differential Equations and Fourier Methods, Linear Algebra

Olympiad Training Camps (Colombia) - IOI & IMO   Colombia
International Olympiad Training   *Jun. 2020 – Dec. 2024*
- 1st Place National Computing Olympiad (3x International Olympiad in Informatics camp invitee)
- 15th Place (from 5000+) National Mathematics Olympiad (International Mathematics Olympiad camp invitee)
- Represented Colombia in Intercontinental Olympiads for Math and Informatics

EXPERIENCE

Machine Learning Engineering Intern   Jul. 2025 – Sep. 2025
Luzid Inc   *Remote*
- Built video-indexing system using Vision Language Models and CLIP embeddings to process 1,500+ hours of SAP consulting calls, creating searchable company knowledge bases that accelerated implementation planning by 90% and improved accuracy by 40% vs. text-only analysis by interpreting visual data (screen shares, factory tours)
- Developed real-time meeting copilot that identifies requirements gaps during live consultant calls by cross-referencing company knowledge bases, prompting clarifying questions that prevent project delays – secured paid pilot with Numen (1,000-employee firm) and pitched to IBM and Vivo

Technical Cofounder   Mar. 2025 – Jul. 2025
World37 (Accel-funded)   *Stanford, CA*
- Built AI game platform enabling non-technical authors to create interactive story games, engineering LLM scaffolding and live graphics generation systems that produced 100+ hours of content across 50+ stories

Quantitative Developer Intern   Jan. 2022 – Aug. 2024
Intelneuron LP   *New York, NY*
- Scaled and fine-tuned RNN trading model from single-machine prototype to production managing $14MM in SPY/leveraged ETFs, achieving +17% in 9 months during 2022
- Built distributed backtesting and Monte Carlo infrastructure, reducing 50-year simulation time from 15 days to 3

DNA Computing Student Researcher   Apr. 2023 – Mar. 2024
Duke University Reif Group   *Durham, NC*
- Developed algorithms to design molecular-scale computing circuits (DNA-based logic systems) 95% faster by optimizing chemical reactions and minimizing error-causing interactions via reinforcement learning
- Built simulation tools for error-resilient DNA circuits, contributing to research on leak-resistant molecular computing systems (Reif, et al.) that operate at nanoscale with digital-computer-level precision

Software Development Intern   Oct. 2020 – Jan. 2021
Sony Pictures Entertainment   *Remote*
- Built production scheduling system and iOS app that optimized actor, scene, and location planning by analyzing scripts and availability to minimize set transitions – deployed across 12 productions including Emmy-winning La Reina del Flow, reducing shooting days by an average of 20 days per production

PROJECTS

Diffusion Exercise Bike | *$9K OpenAI & Inworld Prize*   Jul. 2025
- Built system with real-time conversational AI coaching and dynamically generated cycling environments that adapt to rider speed and steering, integrating physical sensors with live video generation for immersive indoor training

TECHNICAL SKILLS

Languages: Python, C++, Java, Swift, Julia, TypeScript, R
ML/AI & Tools: TensorFlow, PyTorch, CoreML, Vertex AI, DSPy, HuggingFace, MLOps, Langchain, Pandas
Infrastructure: AWS, Azure, GCP, Linux, Docker, Modal, Sagemaker
Fullstack Development: Node.js, FastAPI, Flask, React, Next.js, WebRTC, PostgreSQL, MongoDB, FFmpeg