

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
- 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)

EXPERIENCE

- Coach — International Olympiad in Artificial Intelligence (IOAI)** Dec. 2025 – Present
Colombian National Team Remote
• Coach national team for IOAI, designing training curriculum in machine learning, optimization, and algorithmic problem-solving; mentoring students for international competition
- Machine Learning Engineering Intern** Jul. 2025 – Sep. 2025
Luzid Inc Remote
• Engineered a serverless video-indexing system using vision language models and CLIP to process 1,500+ hours of SAP consulting calls, creating searchable company knowledge bases that cut implementation planning time by 90%
• Created a live meeting copilot that flags missing requirements and inconsistencies during calls, helping teams avoid delays and leading to a paid \$25k pilot with a 1,000-employee company and enterprise pitches (IBM, Vivo)
- Cofounder** Mar. 2025 – Jul. 2025
World37 (Accel-backed at \$5M) 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 Reif Group Durham, NC
• Designed reinforcement-learning algorithms and simulators for error-resilient DNA logic circuits, accelerating molecular circuit design 95% and contributing to leak-resistant nanoscale computing research (Reif et al.)
- Software Development Intern** Oct. 2020 – Jan. 2021
Sony Pictures Entertainment Remote
• Developed scheduling system and iOS app used by Emmy-winning productions that optimized actor, scene, and location planning by analyzing scripts and availability, reducing shooting days by 8 days.

PROJECTS

- Diffusion Exercise Bike | \$9K OpenAI & Inworld Prize** Jul. 2025
• Built raspberry pi system with conversational AI coaching and dynamically generated cycling environments adapting to rider speed and steering, integrating physical sensors with live video generation for indoor training
- Sequential Decision-Making in DNA | CS 238: Decision Making Under Uncertainty** 2025
• Built novel end-to-end pipeline that trains a POMDP treatment strategy for inflammatory disease and converts it into a DNA-based state machine capable of molecular-scale sensing and actuation, using RL for sequence design

TECHNICAL SKILLS

Languages: Python, C++, Java, CUDA, Swift, Julia, TypeScript, Go, R
ML/AI & Tools: TensorFlow, PyTorch, JAX, CoreML, Vertex API, DSPy, HuggingFace, MLOps, Langchain, Pandas
Infrastructure: AWS (Lambda, EC2, S3, SageMaker, Step Functions, Cognito), GCP, Azure, Docker, Modal, AutoML
Fullstack: Node.js, FastAPI, SwiftUI, ARKit, React, Next.js, WebRTC, PostgreSQL, Firebase, MongoDB