

Ben Shamloufard

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EDUCATION

University of California, Berkeley

Berkeley, CA

Bachelor of Science in Electrical Engineering and Computer Science

August 2023 – May 2027

- **Coursework:** Structure and Interpretation of Computer Programs; Data Structures; Machine Architecture; Designing Information Devices and Systems I & II; Discrete Mathematics & Probability Theory; Probability and Random Processes; Machine Learning; Computer Vision; Computer Security
- **Leadership Scholar**

EXPERIENCE

Valkai — Sequoia and Index-backed AI startup

September 2026 – November 2026

Member of Technical Staff Intern

San Francisco, CA

- Building a Git-like evaluation platform to benchmark search across embedding models and vector databases.
- Developing a context layer that unifies internal data sources and connectors for retrieval and agent workflows.
- Creating agentic tooling to detect company-specific edge cases in code pushes using pipelines and Modal sandboxes.
- Migrating from Daytona.io to an AWS sandbox platform using Firecracker microVMs for isolated code execution.

Ramp

May 2026 – August 2026

Software Engineering Intern

San Francisco, CA

- Migrated open-source models from Modal onto a custom GPU cluster with Terraform-based provisioning.
- Built ECS, EKS, and Ray Serve environments for engineers to run GPU workloads across ML infrastructure.
- Created GPU monitoring, queuing, and ordering systems to track TEI costs and allocate GPUs by service.
- Built multimodal vector storage with Kafka, Postgres, TurboPuffer, and Snowflake.

Amazon

May 2025 – August 2025

Software Engineering Intern

Sunnyvale, CA

- Built RAG/Agentic AI tracing tool REST API's to track 1M+ queries, latency, cost and token usage
- Developed PRISM to ingest 10,000+ datapoints to summarize model performance via k-means clustering and NLP
- Created React evaluator with tree and chart views for 500+ live LLM sessions, serving multiple internal teams, and reducing partner engineers' evaluation and debug times by over 40%

PROJECTS

Game Creator | *Lua, Blender, Node.js, JavaScript, React, MongoDB, API, Git*

May 2015 – Present

- Directed Roblox game design teams, drawing more than 2,000,000 visits with engaging and innovative play.
- Analyzed game markets for targeted digital art ads, achieving 250,000+ impressions and boosting game visibility.
- Developed using Lua, JavaScript, Python, VS Code, Blender, and Roblox, focusing on quality and customers.

Berkeley Artificial Intelligence Research (BAIR) | *Python, Blender, Infinigen*

March 2025 – Present

- Developed a data automation pipeline, creating 500+ high-res images of rooms and 360° street view frames.
- Created 2 realistic environments with procedurally randomized lighting and materials to diversify the dataset.
- Built automation tooling for dataset generation, validation, and export to streamline data delivery.

Object Avoidance Model | *Python, MuJoCo, PyTorch, OpenAI Gym, SB3*

March 2024 – June 2024

- Simulated 1,000+ MuJoCo scenarios with walls and obstacles to train a reinforcement learning navigation agent
- Trained a CNN-based DQN on 1,000+ MuJoCo courses, achieving 85% collision avoidance and 90% success.
- Using Vast.ai, trained model on 4 NVIDIA 4090 GPUs, reducing avoidance errors 30% across 1,000 episodes.

TECHNICAL SKILLS

Languages: Python, C, C++, C#, Java, JavaScript, TypeScript, Swift, SQL (Postgres, MySQL), HTML/CSS, R, Lua
Technologies: React, React Native, Node.js, Flask, FastAPI, PyTorch, TensorFlow, Scikit-learn, Neural Networks, Deep Learning, NLP, Computer Vision, LLM, RAG, Docker, Kubernetes, Google Cloud Platform, Google Firebase, Git, Linux, JUnit, WordPress, Unreal Engine, MATLAB, App Development, Altium, Figma, CI/CD, Visual Studio Code, Visual Studio