

Krish Doshi

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PROFESSIONAL SUMMARY

ML/AI engineer with production deployment experience across agentic AI systems and RAG pipelines, research in robotics perception at UW PRL, and a strong foundation in full-stack engineering. Combining deep ML knowledge with applied software skills to build reliable, intelligent systems.

EDUCATION

University of Washington

B.S. Computer Science; B.S. Statistics (Data Science). GPA: 3.97.

Seattle, WA

Expected Jun. 2027

Relevant Coursework: Machine Learning, Probability & Mathematical Statistics, Operating Systems, Data Structures, Distributed Systems

EXPERIENCE

AI-Assisted Development Intern

Jun. 2026 – Present

Cyco AI

Issaquah, WA

- Build production AI systems at a stealth-stage startup across model integration, evaluation, and software engineering.
- Collaborate with engineers to design and test AI-powered features; details are confidential due to stealth status.

Research Assistant

Sep. 2025 – Present

UW Personal Robotics Lab

Seattle, WA

- Developed an RGB-D perception pipeline in ROS 2 fusing color and depth imagery into 3D point clouds for embodied AI.
- Built a physics-based simulation environment in NVIDIA Isaac Sim integrating a 6-DOF robotic arm for scalable RL experimentation.

Software Engineering Intern

Oct. 2025 – Dec. 2025

Provn

Seattle, WA

- Modernized frontend architecture by migrating routing from Wouter to React Router, improving scalability and maintainability.
- Designed frontend improvements supporting future SSR and SSG adoption to enhance performance and user experience.

PROJECTS

Financial Intelligence RAG Pipeline

Aug. 2025

Python, PyTorch, Hugging Face, FAISS, SentenceTransformers

- Built a retrieval-augmented generation pipeline ingesting financial data, generating transformer embeddings, indexing with FAISS, and retrieving context for LLM-powered investment analysis.

MNIST Neural Network From Scratch

Jul. 2025

Python, NumPy

- Implemented a multilayer perceptron from first principles using only NumPy with manual forward propagation, backpropagation, and gradient descent, achieving 97.24% test accuracy on MNIST.

Band Training Circuit App

Aug. 2026

React, TypeScript, Hono, SQLite, JWT, Vercel, Railway

- Replaced paper-based tracking for ~300 band members with a role-gated web platform with automatic eligibility progression; live in production Sept. 2026.
- Architected as a monorepo with shared TypeScript packages; deployed to Vercel and Railway with JWT auth and QR-based identification.

SKILLS

Machine Learning: PyTorch, scikit-learn, Hugging Face Transformers, FAISS, SentenceTransformers, OpenAI Whisper, NumPy, OpenCV, MediaPipe

Languages: Python, Java, TypeScript, JavaScript, SQL, C++, R

Backend & Full-Stack: FastAPI, Node.js, React, Hono, REST APIs, Git, GitHub Actions

Cloud & Infra: AWS, Vercel, Railway, Firebase

Robotics: ROS 2, NVIDIA Isaac Sim

LEADERSHIP & HONORS

- GEN1 Treasurer | FRC Team Captain & Programming Lead | Husky Marching Band Piccolo Section Leader
- President's Volunteer Service Award (Gold) | UW Dean's List | CSE Award for Excellence Scholarship