

Uriel Martinez-Uribe

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EDUCATION

- **UC Berkeley** — B.A. Computer Science, CDSS | GPA: 3.691 (Expected May 2028)

PROFESSIONAL EXPERIENCE

SOCURE | DIGITAL INTELLIGENCE & DOCUMENT VERIFICATION INTERN **REMOTE, CA 2026**

- Developed data workflows to evaluate telemetry patterns supporting injection-attack detection in document verification.
- Implemented signal analysis pipelines for identity verification products, improving fraud investigation and model evaluation workflows.

DAISI | CO-FOUNDER **BERKELEY, CA 2026**

- Built DAISI's multi-tenant Next.js/TypeScript SaaS on Supabase Auth/Postgres/Storage, with tenant-scoped server actions and typed business logic for quote management.
- Engineered a provider-agnostic LLM/VLM pipeline (OpenAI, Anthropic, Ollama) that locates fixture schedules in PDFs, transcribes table crops, and validates line items against Zod schemas to generate quotes.
- Fine-tuned Qwen3.5-4B vision LoRA adapters with MLX on a synthetic table corpus, and built a benchmark harness that scores checkpoints and providers against human-reviewed real schedules.

CERTIS ONCOLOGY | SOFTWARE ENGINEER VIA WEB DEVELOPMENT @ BERKELEY **REMOTE, 2025**

- Built a NestJS/Angular genomic platform on AWS (EC2, ECS, S3) for FASTQ processing and real-time oncology predictions via an integrated AI pipeline.
- Engineered S3 multipart upload orchestration with presigned chunk uploads, retry/abort handling, and pipeline submission logic, increasing reliability for file ingestion and downstream pipeline execution by 40%.
- Strengthened platform security with PostgreSQL RLS, RBAC route guards, and unique run-name validation for multi-tenant workflows.

UC BERKELEY CEDR | SOFTWARE DEVELOPER & RESEARCHER (ABC MODEL INTERFACE) **BERKELEY, CA 2025**

- Shipped features for the Advanced Berkeley Comfort interface, a Next.js/React app used by 50+ researchers, with REST API integration and Three.js visualizations.
- Built a clothing-preset workflow with create/edit/import/export flows, localStorage persistence, cross-component state synchronization, and UI validation.

PROJECTS

DriftRoom Real-Time Collaborative 3D Mood Board ([driftroom.app](#)) **Berkeley, CA 2026**

- Built a full-stack real-time app where users join shareable rooms, see live cursors in a persistent 3D scene, and add shapes/images backed by 7-day Redis room persistence.
- Designed a horizontally scalable event pipeline with WebSockets plus Redis pub/sub, presence heartbeats, room lobby assignment, and 20 Hz cursor updates with client interpolation.

LLAMA2.C PERFORMANCE ENGINEERING ([GITHUB](#)) **Berkeley, CA 2026**

- Optimized Llama-2 inference in C on an Apple M1 Max to 135 tok/s (14.3× baseline) through compiler optimization and OpenMP; benchmarked thread scaling, scheduling strategies, and ARM NEON against Clang auto-vectorization.

TECHNICAL SKILLS

- **Languages:** Python, JavaScript, TypeScript, C++, Java, Swift, Lua
- **Frameworks & Libraries:** React, React Native, Next.js, Node.js, Express.js, Angular, NestJS, TailwindCSS
- **Databases & Infra:** PostgreSQL, AWS (EC2, ECS, S3), Firebase, Sentry, InfluxDB, Supabase, Redis, Docker
- **Tools:** Git, Linux/Unix, Postman, Figma
- **Languages:** English, Spanish