ADAM BLUMOFF

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EDUCATION

Amherst College **August 2021 - May 2025**
Bachelor's, Computer Science *GPA: 3.4*

SKILLS

Skills: Git, Python, Unity, Postgres, Power BI, Communications, Machine Learning, Data Science, Excel, FastAPI, Docker, Pytorch, Artificial Intelligence, Statistical Analysis, Client Communication, Project Management, Railway, Full Stack Development, AI Assisted Development, Testing and Debugging, Data Structures and Algorithms, TypeScript, Next.js, React Native, Google Cloud Platform

RELEVANT PROJECTS

DebateBench - *Link to project* **St. Louis, MO, USA**
Solo Developer *November 2025 - Present*
- Built a Python CLI system for large-scale LLM debate runs with reproducible configurations, structured JSONL/CSV artifacts, and automated scoring and summarization
- Designed and implemented a read-only analytics dashboard that ingests artifacts from private object storage, computes metrics server-side, and renders interactive performance and cost views
- Hardened the system with production-grade reliability features, including usage and cost accounting, retry logic, and immutable run snapshots to support consistent high-volume batch execution.

Carebase.dev - *Link to project* **St. Louis, MO, USA**
Solo Developer *September 2025 - Present*
- Built and shipped an MVP full-stack scheduling mobile app using TypeScript, React Native, Express, and PostgreSQL, integrating Google Calendar and Gmail APIs with Clerk for authentication and user management
- Implemented two-way calendar synchronization using webhooks and Google Pub/Sub to handle asynchronous updates and reduce tight coupling with external services
- Designed the backend data model and API for low-latency scheduling operations, using normalized relational schemas, targeted caching, and event-driven processing where appropriate
- Used AI-assisted development to speed up implementation while learning new technologies and improving system design through hands-on iteration.

Student Success Prediction - *Link to project* **St. Louis, MO, USA**
Solo Devloper *June 2025 - August 2025*
- Built a K–12 student risk prediction system, achieving 87.7% AUC with a baseline model and 83.2% AUC with a faster inference model using gradient boosting and logistic regression
- Implemented a CSV-driven analysis pipeline and intervention workflow, with real-time dashboard updates delivered via server-sent events
- Developed and deployed the backend using FastAPI, Next.js, and PostgreSQL on Railway, separating data ingestion, model inference, and analytics endpoints for maintainability
- Used AI-assisted development to speed up implementation while actively learning and applying core backend and ML technologies through hands-on iteration.

Othello Game Engine - *Link to project* **Amherst, MA, USA**
Student *November 2024 - December 2024*
- Achieved a 90% win rate against a fixed opponent by developing and implementing multiple AI algorithms, including Principled Variable Search and Q-learning, during extensive testing of Othello game engines
- Conducted over 1,000 game simulations to rigorously analyze the performance of various AI algorithms, leading to data-driven insights on time efficiency and win rates
- Produced a comprehensive report detailing findings to communicate algorithm performance and insights, enhancing understanding of AI strategies in game development.

PROFESSIONAL EXPERIENCE

Eye Thrive **St. Louis, MO, USA**
Data Analysis Coordinator Intern *June 2023 - August 2023*
- Enhanced accessibility and accuracy of patient records by leading the transition from paper to electronic medical records for over 20,000 files, developing custom JavaScript formulas that doubled record-verification efficiency
- Reduced manual review time by 15 hours weekly by implementing enhancements to the Excel/Sheets EMR tool, streamlining the record-verification process for improved efficiency
- Facilitated effective communication between stakeholders by organizing and leading discussions with executives and contractors to design user-friendly EMR wireframes.