

Vincentius Daniel Budidharma

858-729-4787 | dharma.daniel2803@gmail.com | vdanielb.com | linkedin.com/in/vdanielb | github.com/vdanielb

EDUCATION

University of California San Diego

September 2023 - March 2027 (expected)

B.S. in Data Science, Minor in Economics and Mathematics, GPA: 4.0/4.0

- **Relevant Coursework:** Machine Learning (Linear Regression, Markov Models, SVM), Deep Learning (Large Language Models, Transformers, Neural Networks), Database Management (SQL), Distributed Systems (Spark/Hadoop)

PROJECTS

Qwen Math Reasoning via QLoRA Knowledge Distillation

March 2026 – June 2026

<https://github.com/TurkiAlrasheed/MathLLM/tree/vllm-local-gpu>

- Fine-tuned Qwen3-4B via QLoRA knowledge distillation from GPT-5.5 Pro, **improving benchmark accuracy from 50.3% to 80.2%** and **placing 3rd** in a class of 300+ students
- Engineered a structured Python-based teacher-student distillation pipeline using OpenAI API
- Optimized training and inference (36h → 6h wall clock time) under constrained GPU memory (8GB VRAM) via 4-bit quantization, gradient accumulation, task-specific prompt templates, and dynamic sequence length tuning

RoboRanger

April 2026

<https://devpost.com/software/roboranger>

- **Won best Edge AI/ML** in a hackathon (350+ participants) by building a portable, interactive, and voice-enabled AI agent with a camera that identifies species and gives you park ranger tour guides about your surrounding ecosystem
- Built an ecology-domain **retrieval-augmented generation (RAG) pipeline**, reducing LLM hallucinations by 50%
- Trained a **species classification CNN** on 17,000+ images of plants and animals, **quantized** to run on an Arduino UNO Q
- Greatly increased model accuracy when no species present (27% → 83%) by building a dataset of negatives

Multi-Agent Prediction Market Simulator

April 2026

<https://devpost.com/software/agentmarketsim>

- **Won 1st place** in a hackathon (70+ participants) by building a web app that spawns 100+ AI agents in parallel with different personas to simulate traders reacting to news headlines, producing an updated price in under 10 seconds
- Developed an AI-driven automatic dependency graph generator to map news headlines to relevant prediction markets

WORK EXPERIENCE

Budget Analysis & Planning Intern (Analytics Engineering)

June 2026 – September 2026

UC Office of the President

Oakland, CA

- Building data pipelines and dashboards with the UCOP Budget Analysis & Planning Team

Data Science Intern

September 2025 – May 2026

Data Science Alliance

San Diego, CA

- **Automated 3+ hours of daily manual work** in a food bank serving 400k+ residents by a developing a vehicle routing optimization model (Python, OR-Tools), integrating demand data, capacity constraints, and Google Maps API travel times
- Built a React + FastAPI web interface enabling non-technical staff to easily generate optimized delivery schedules

Back-End Developer

January 2025 – May 2026

San Diego Zoo Wildlife Alliance

San Diego, CA

- Developed a React + Electron.js **model inference and data-labeling platform** used to annotate **15,000+ clips** from **630+ animal species**, accelerating development of multiple PyTorch bioacoustic classification models
- Designed and deployed a local SQLite database, including **RESTful API** endpoints and UI to execute CRUD operations
- Sped up dashboard loading by 30 seconds by implementing server-side pagination and query optimization

Undergraduate Tutor (Java & Python)

March 2024 – May 2026

University of California San Diego

San Diego, CA

- **Saved 10+ hours of manual work each quarter** by building a **Python-based grading ETL pipeline** to extract 200+ rows of data from various grading sources, calculate final scores, and report them in Canvas

SKILLS

Languages: Java, Python, JavaScript/TypeScript, SQL (PostgreSQL, MySQL, SQLite)

Frameworks & Libraries: React.js, Next.js, Node.js, FastAPI (REST APIs), Spark

Tools: Git, GitHub, AWS (EC2, S3), Cloudflare (Pages, Workers), Cursor, Claude Code