Paurav Hosur Paramashivaiah

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Education

University of Victoria — Victoria, BC
Master of Science in Computer Science (Co-op) — *Expected graduation: Dec 2027*

University of Victoria — Victoria, BC
Bachelor of Science in Computer Science (Co-op) — *Graduated: Dec 2025*

- Honours in GPU Computing: Accelerated Gaussian Splatting with CUDA

Experience

LLM Systems Engineer Intern — May 2026 – Aug 2026
Cyrus (Ceedar AI) — B2B AI coding-agent startup — *Victoria, BC*

- Built Cyrus's enterprise agent runtime for **customer-owned AWS** to support SOC 2/HIPAA requirements, with **sub-3s** MicroVM and agent-loop startup using TypeScript, OpenAI Agents SDK, and warm snapshots.
- Reduced integration-environment provisioning time by **over 85%** (21 to <3 min) by co-building Instaship, a deterministic CI/CD tool using **Daytona sandbox workers** to create OAuth apps and webhooks for PR previews.
- Helped grow booked prospect calls from **1 to 6 per week** by building recurring **Claude Code** workflows that enrich new signups using GitHub APIs, **Supabase**, and **SQLite**.

Claude Campus Ambassador — Jan 2026 – Apr 2026
Anthropic / Wasserman — *University of Victoria*

- Led **5 workshops** on AI-assisted development (**50 attendees each**) and organized a **60-attendee hackathon**.

Software Developer Intern — May 2025 – Dec 2025
University of Victoria, Advanced Research Compute Software Team — *Victoria, BC*

- Built **2 full-stack research platforms** with **Svelte, Django, and PostgreSQL**, implementing database schemas and user interfaces for 10–15 stakeholders across 3 labs.
- Caught **55+ accessibility issues** before merge by configuring 25+ **GitLab CI jobs** across 8 repositories.

Software Developer Intern — Sep 2023 – Apr 2024
Ocean Networks Canada — *Victoria, BC*

- Rebuilt SeaTube's taxonomy UI in **TypeScript** using **recursive tree components** for **1,000+ taxonomy entries**.
- Raised test coverage **12%** and cut production bugs **5%** by modernizing 800+ lines of **Java/OSGi** and writing 50+ unit, integration, and E2E tests with JUnit, Selenium, and Cypress.

Projects

CUDA-Accelerated Gaussian Splatting Sorting [Report] | *CUDA, C++, CUB, NVIDIA V100* — Mar 2025

- Built **CUDA kernels** to detect and sort changed blocks with **CUB BlockRadixSort** for Gaussian Splatting.
- Recorded **9.58x faster sorting** than global radix sort with **zero mismatches** on **40M synthetic elements**, with updates confined to blocks on an NVIDIA V100.

Chiron: Autonomous Job Application System [Demo] | *Python, Hermes, Jev, CDP, noVNC, SQLite* — Sep 2026

- Orchestrates Hermes agents to source jobs, select and validate tailored resumes, and prepare forms for **human review** across **10 applicant-tracking systems**, including Workday and Greenhouse.
- Prioritizes jobs with **Jev** fit scores and posting age; **4,613 jobs evaluated to date**.
- Guides ATS workflows with **skills and browser feedback**, restoring drafts from **SQLite**; demonstrated with GLM-5.3-Flash and GPT-5.6-Terra (Codex OAuth).
- Records a **19.5-minute median** combined agent-process runtime for **229 review-ready applications**, including resume preparation and retries.
- Pauses agent input for **noVNC mobile takeover**, letting users resolve CAPTCHAs, edit answers, and submit drafts.

Technical Skills

Programming Languages: Python, TypeScript, CUDA, C++, Java, Go, SQL, JavaScript, Bash
Frameworks: PyTorch, TensorFlow, Keras, scikit-learn, NumPy, pandas, PySpark, FastAPI, LangChain
Developer Tools: AWS, Terraform, Docker, Kubernetes, CI/CD, MLflow, GitHub Actions, AWS IAM, SQLite
AI & Agents: OpenAI Agents SDK, LLM Agents, Anthropic API, OpenAI API, LLM evaluation, GPU Computing