

Adam Gans

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SUMMARY

UC Irvine Computer Science student with proven AI engineering experience across two legal-tech internships and various projects. Specialized in GenAI pipelines, machine learning, prompt engineering, neural networks, and full-stack development with Python and Rails.

EDUCATION

B.S. in Computer Science

University of California, Irvine • Irvine, CA • 2026 • GPA: 3.91 (Major 3.94)

• **Coursework:** Artificial Intelligence, Machine Learning, Information Retrieval, Algorithms, Data Structures, Graphs, Hyperdimensional Computing, SQL Databases, Software Design, Computer Architecture, Linear Algebra, Statistics, Python, C++, C, Java

EXPERIENCE

AI Engineering Intern

Prevail Legal

June 2025 – September 2025, San Diego, CA (Remote)

- Built a **GenAI pipeline** to synthesize **full-length deposition transcripts** (360+ pages each) as test data for upcoming legal-tech features.
- Implemented **parallel generation of 1–5 transcripts per case** with **Concurrent-Ruby + Sidekiq**; typical run **completes in 30 minutes**.
- Utilized **Anthropic/OpenAI models via AWS Bedrock** with **30+ prompt templates** and **prompt caching**, bringing costs to **\$2 per transcript**.
- Shipped an **admin UI in Rails 7 (Turbo/Slim)** with configuration, progress updates, and cost estimates; deployed as an internal tool.

AI Engineering Intern

Premier Legal Center

July 2024 – September 2024, San Diego, CA

- Automated legal demand drafting by combining **AWS Textract with OpenAI APIs** to process both handwritten documents and text PDFs.
- Reduced drafting time from **20 minutes to 20 seconds** per document, boosting employee productivity **50x**.
- **Trained employees** on system usage and ChatGPT best practices; refined prompts through **evaluation and fine-tuning**.

Sports Broadcasting Director

UC Irvine Athletics, ESPN+

May 2023 – Present, Irvine, CA

- Directed live multi-camera broadcasts for an all-student-run production team; advanced from camera to graphics, TD, and show director across basketball, volleyball, water polo, and soccer.
- Produced **50+ live broadcasts**, managing a **crew of 10**, reaching **thousands of viewers**; **spearheaded enhancements** for broadcast graphics.

PROJECTS

Video Lip-Reading with Autoencoders

UC Irvine • April 2025 – June 2025

- Used 3D ResNet (r3d_18) to fine-tune a video encoder, then compared **Variational AE sampling** against **DNN, MLP, and XGBoost** classifiers.
- Diagnosed overfitting and class imbalance; Achieved **77.3% test accuracy** (and **52.4% OOD**) by using the **MLP decoder**.
- Processed GRID corpus dataset videos with **OpenCV, frame tensors**, and **Torchvision r3d_18 for feature extraction**.

Yelp Review Sentiment & Star-Rating Predictor

UC Irvine • February 2025 – March 2025

- Used **PyTorch, BiLSTM** for building an NLP pipeline to tokenize/clean Yelp text, encode a 10k-term vocab.
- **Trained on ~1M reviews**; binary (good/bad) sentiment model reached **91.87% accuracy**.
- Multi-classifier (1–5 star) model achieved **68.24% exact** and **91.3% within-1 accuracy**.

Search Engine

UC Irvine

- Implemented a search engine for **50,000+ docs/webpages** with **<300ms** query time.
- Utilized **TF-IDF, PageRank, word proximity, genetic algorithms**, web UI, and OpenAI-assisted summarization.

SKILLS

Programming: Python, C++, C, Java, Ruby, SQL

Technical Skills: Git, Prompt design, OpenAI and Anthropic APIs, Docker, AWS, Ruby on Rails (7), Selenium, PyTorch/TensorFlow, Sidekiq, Concurrent-Ruby, Prompt caching, Turbo/Slim, Figma, TF-IDF, PageRank

Soft Skills: Collaboration, problem-solving, communication, leadership, project management, attention to detail