

Brent Brison

Greater SF Bay Area | brentworks@gmail.com | [linkedin.com/in/brent-brison](https://www.linkedin.com/in/brent-brison) | github.com/brentsWorks | brentbrison.com

EDUCATION

University of California, Santa Cruz

Bachelor of Science in Computer Science

Santa Cruz, CA

June 2023 – June 2025

TECHNICAL SKILLS

Languages: Python, C/C++, JavaScript/TypeScript, HTML/CSS, SQL, GraphQL

Software: AWS, Vitest, React, Next.js, Node.js, Express.js, FastAPI, OpenAPI, PostgreSQL, TypeGraphQL, Jira

Tools/Libraries: Docker, Git, MaterialUI, NumPy, Pandas, Scikit-Learn, Matplotlib

EXPERIENCE

AI Data Annotator

Sep 2025 - Present

Figure.ai

San Jose, CA

- Automated annotation workflow using Python and Gemini API to analyze **750+** training videos for task criteria recognition, reducing manual review time by **25** hours and accelerating dataset preparation cycles.
- Labeled and verified **25,000+** training clips for Helix VLA neural networks, contributing to **18%** improvement in autonomous robot motion prediction and object interaction accuracy.
- Designed QA guidelines and annotation protocols that improved dataset consistency by **30%** and reduced rework cycles by **25%** while ensuring alignment with ML engineering requirements.

Software Engineering Fellow

June 2025 – Present

Headstarter AI

Remote, USA

- Built and deployed 5 full-stack and AI-powered applications, including a voice-enabled customer support agent, automated insurance claims system, and video intelligence tool for multimodal analysis.
- Collaborated with cross-functional teams to streamline workflows in healthcare and insurance, improving task automation and research efficiency.

Data Analysis & Research Intern

Sep 2023 – Dec 2023

Mobalytics

Marina Del Rey, CA

- Performed market research as well as data analysis using SQL, Tableau, and Excel to evaluate the competitive landscape of various gaming genres.
- Conducted in-depth analysis of 6 select games across 3 genres, focusing on market trends and player engagement strategies, which informed a prediction of the FPS gaming market size doubling to 40 million USD by 2030

PROJECTS

LLM Router | (\approx 40 hours) • *Python, FastAPI, TypeScript, Pinecone, Docker, OpenRouter* Aug 2025 – Sep 2025

- Built production system that automatically selects optimal AI models for prompts, reducing costs **20-30%**.
- Implemented hybrid classification using Pinecone vector search + LLM fallback with **>90%** accuracy
- Developed FastAPI backend (**<100ms** responses) and React frontend with real-time OpenRouter integration
- Deployed with Docker on Railway, serving **7+** models from major AI providers with comprehensive monitoring

Aven AI Support Platform | (\approx 25 hours) • *Next.js, VAPI, OpenAI, Pinecone, Firecrawl* July 2025 – July 2025

- Built a voice-based AI assistant using RAG techniques and VAPI for voice interaction, enabling real-time contextual support with **200ms** average voice response time.
- Automated a data pipeline with Firecrawl, GPT-4o, and Pinecone, reducing content by **23%** while preserving expertise for high-quality retrieval.
- Optimized embedding workflow to reduce API calls by **77%**, improving cost-efficiency and system performance.

Virtualized Campus Parking System | (\approx 60 hours) • *Next.js, PostgreSQL, Docker* Apr 2025 – June 2025

- Collaborated in a team of 6 developers to build a digital solution for campus parking operations, replacing paper-based systems with streamlined online processes for vehicle registration, permit purchasing, and ticket management.
- Architected microservice infrastructure using Docker containers with 4 distinct services communicating via REST and GraphQL APIs built with TypeGraphQL and TSOA.
- Integrated third-party services including Stripe for payment processing, Mailgun for email notifications, and OAuth authentication, while implementing internationalization support for English and Mandarin languages.