Ephram Cukier

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Education

University of Colorado Boulder

Aug 2023 - May 2026

Bachelor of Science in Computer Science, Minor in Philosophy Departmental GPA: 4.0. Cumulative GPA: 3.974

Experience

Zed Industries May 2024 – Jul 2024

Software Engineering Intern

- Worked on Zed, the incredibly fast, Rust-based code-editor.

- Implemented a new Markdown rendering engine for LSP popups, allowing for selectable popup text and clickable links.
- Rewrote the rendering logic for diagnostic information display.
- Improved various editor elements, increasing overall user experience and stability.

CU Robotics Jan 2024 – Present

Software Lead

- Leading a small team in developing the debugging dashboard, a new system to monitor the robot state and deploy live updates to configuration files.
- Designed pathfinding and movement algorithms for our autonomous sentry.
- Rewrote Linux system services, boosting reliability and stability in robotic operations.
- 2nd place in the RoboMaster North American League 2024 1v1.
- Previously, I was the Captain of my High School robotics team.

CU Quants Sept 2023 – Present

Director of CUTE

- Leading a team in the development of the CU Trading Emporium (CUTE)
- CUTE is a platform for paper stock trading, allowing club members to back-test their algorithmic trading strategies through a simple interface.
- Captain of CU Boulder's 2024 UChicago Trading Competition team 8th place.

George Mason University, Center for Adaptive Systems of Brain-Body Interactions

Jul 2021 - May 2023

Research Intern

- Researched ML approaches to setting joint angles on a prosthetic arm from minimal ultrasound muscular data.
- Found a Temporal Convolutional Network-based approach, achieving the then-best results for the ultrasound form factor.
- Presented research at conferences and won awards for innovative contributions.

Projects

Game Seven getgameseven.com

- Created an app for scheduling pickup games at the rec center
- I built the app using Flutter for the interface and Golang with SQLite for the backend.
- Launched at CU Boulder, achieving over 600 downloads with consistent weekly active users.

Matamata Animator github.com/Matamata-Animator/Matamata

- Developed an automated-lip-sync animation tool with character customization and pose-switching for content creators.
- Released on Mac, Windows, and Linux; earned 70+ stars on GitHub.

Smash Bros AI youtu.be/XmNQOSGcrUE

- Trained a neural network AI agent using imitation learning to play Super Smash Bros Melee.
- The model outperformed the "level 9 CPU," which is the best bot included in the game.
- Demonstration video amassed over 77k views on YouTube.

Automatic Video Generator youtu.be/V2Ve43-fg1A

- Built a tool utilizing GPT-4, NLP, and image scraping to automatically generate short-form videos.
- Gained over 343k views on TikTok within a month of launch.

Skills

Technical C++, Flutter (Dart), GDB, Git, Go, Java, JavaScript/TypeScript, Linux, Python, REST, Rust, SQL

Soft Communication, Leadership, Quick Learner, Self-Motivation, Collaboration

Hobbies Basketball, Board and Card Games, Coding, Hiking, Robotics, Squash, Tinkering