

DENNY KANTAREVIC

Computer Engineering Student | AI/ML, Automation & Software Engineering

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EDUCATION

B.S. Computer Engineering

University of Florida, Gainesville, FL
Expected June 2028

Associate in Arts

Florida State College at Jacksonville
May 2024 | Honors

High School Diploma

River City Science Academy
- Salutatorian; Science Olympiad Captain

TECHNICAL SKILLS

Languages

Python, C++, PowerShell,
JavaScript/TypeScript, HTML/CSS, SQL basics

AI / ML & Evaluation

PyTorch, neural networks, computer vision,
digit recognition, AI testing, response
evaluation, prompt quality review, product
feedback

Software Engineering

Data structures, graph algorithms, shortest
path, OOP, event-driven programming, file I/O,
testing, debugging, CLI tools

Tools & Platforms

Git, GitHub, VS Code, Cursor, Excel, Google
Workspace, Windows/PowerShell environment,
AI platforms

Hardware / Systems

Arduino projects, PC/desktop builds, WiFi
antenna builds, systems troubleshooting

LEADERSHIP & ACTIVITIES

- UF Science Olympiad Executive Board
- Gator AI Club
- Gator Armwrestling Board Member
- Deck the Chairs volunteering and fundraising
- Feeding Northeast Florida volunteer

PROFESSIONAL SKILLS

- Technical communication
- Bug/usability reporting
- Project organization
- Workflow analysis
- Team coordination

PROFESSIONAL SUMMARY

Computer engineering student with hands-on experience in AI training evaluation, ML workflows, AI-assisted automation, and software projects. Skilled at evaluating model outputs, building C++/Python tools, testing/debugging software, and creating workflows that improve reliability and reduce manual work.

EXPERIENCE

ML/Harness Engineer Consultant - IMDSData

May 2026 - Present

Jacksonville, FL

- Develop AI-assisted automation workflows using Excel, machine learning tools, and scripting logic to streamline repetitive IT and operational tasks.
- Apply ML concepts and AI platforms to reduce manual workload, improve task efficiency, and support faster technical decision-making.
- Identify workflow bottlenecks and automate routine processes to improve internal system reliability.

AI Training Contributor - Handshake AI

June 2025 - May 2026

Remote

- Evaluated AI-generated responses for accuracy, clarity, reasoning quality, and instruction-following across technical and general tasks.
- Provided structured feedback and quality assessments to improve model performance, refine AI system behavior, and support human review workflows.

Community Organizer - Rhizome

Feb. 2024 - Nov. 2024

Remote

- Coordinated weekly Zoom sessions and outreach for 4+ high schools, managing communication, materials, and team organization.
- Contributed to an approximately 37% voter registration increase in the southwest Washington region.

Beta Tester for Gemini - Google

Jan. 2023 - Mar. 2023

Remote

- Tested early AI software features by identifying bugs, reporting errors, and evaluating usability issues.
- Provided feedback on product behavior, interface clarity, and overall user experience while developing stronger familiarity with AI tools, testing workflows, and technical communication.

ENGINEERING PROJECTS

Smart Campus Compass / Planner

C++ | Graph Algorithms | Data Structures

- Built a UF campus planning tool that models locations as a weighted graph and calculates shortest walking routes between dorms, buildings, and classes.
- Added schedule verification, travel-time checks, route-closure logic, connectivity checks, and local data storage for personalized route analysis.

ML Digit Recognition

Python | PyTorch | Computer Vision

- Trained a neural network to recognize handwritten digits, covering preprocessing, model training, testing, accuracy evaluation, and prediction workflow.
- Used the project to build familiarity with computer vision, neural network behavior, and how AI models learn patterns from data.

PowerShell Email Automation

PowerShell | Excel | Data Extraction

- Created an automation script that extracts inbox metadata into a searchable Excel spreadsheet using sender, timestamp, subject, and message content.
- Built a practical workflow tool focused on data extraction, structured reporting, and reducing repetitive email-management work.

Game & UI Development

Python/Pygame | C++ | Event-Driven UI

- Built playable Sudoku and Minesweeper projects with custom graphics, board generation, user input handling, state management, and win/loss logic.
- Practiced event-driven programming, interactive UI logic, difficulty settings, and polished desktop-style game loops.

Hardware & Systems Builds

Arduino | PC Building | WiFi Antennas

- Completed Arduino, desktop PC, and WiFi antenna projects that strengthened hardware assembly, troubleshooting, wiring, and systems problem-solving skills.