

Michael Camerato

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EDUCATION

Rochester Institute of Technology, New York

Bachelors of Science in Software Engineering

August 2021 - Present

Relevant Courses: Machine Learning, SW Design for Computing, Engineering of SW Subsystems, SW Process & Project Management, Engineering of Web Based SW Systems, Human Centered Requirements and Design, Software Development and Problem Solving 1 and 2

SKILLS

Programming Languages: Java, C, C#, C++, HTML, CSS, JavaScript, TypeScript, Python, SQL

Software: VS Code, Visual Studio, PostgreSQL, Docker, Google Suite, Microsoft Suite, Photoshop

Additional Skills: Leadership, team-oriented, analytical thinking, problem solving, audio engineering

EXPERIENCE

AI Tutor | xAI

Remote, November 2024 - November 2025

- **Grok Development Contributions:** Collaborated on core AI training initiatives, including feature enhancements for Grok's integration on the X platform and standalone app, delivering high-impact datasets for model iteration.
- **Quality Assurance:** Performed quality assurance over a team of tutors, implementing rigorous review processes to maintain premium training data standards.
- **Projects:** Leveraged expertise in linguistics, information technology, audio engineering, and more, to provide high quality training data. Achieved top-tier quality scores (90%+ consistently), accelerating development of Grok's capabilities over 9 months.

Coding Expert for AI Training | Scale AI

Remote, May 2024 - November 2024

- **Contributed to Meta AI Development:** Collaborated on Facebook's Meta AI project, crafting complex prompts and challenges to rigorously test the model's performance in supervised learning environments.
- **Expertise in Supervised Learning:** Utilized deep knowledge of programming to enhance training processes and contribute towards both the refinement and advancement of the model's capabilities.
- **Performance Analysis:** Consistently monitored and analyzed the performance of the AI model's responses and accuracy, providing comprehensive feedback and recommendations to correct inaccuracies and pave the way for future improvements.

PROJECTS

Email Organizer | <https://github.com/ItsMichaelIII/EmailOrganizer>

August 2024–September 2024

- Developed a Python application with a user-friendly GUI to help users declutter their inboxes
- Implemented features like scanning for senders, unsubscribing, and rule-based organization
- Utilized an open-source AI model to enhance the organization process through ML
- Reduced clutter of my personal inbox of over 27,000 emails, demonstrating its effectiveness

STM32 Nucleo Board MIDI Player

August 2023–December 2023

- Programmed STM32 Nucleo board to parse midi files and play them back through a speaker
- Used STM32CubeIDE with C, familiarized myself with HAL libraries
- Learned MIDI file formatting, ADC/DAC, breadboarding, and hardware interfacing

E-Shop with Web Server

August 2022–December 2022

- Developed an online E-Shop using HTML, CSS, TypeScript, and Angular
- Used SCRUM development process with Trello and Slack for team communication
- Incorporated REST API services for query handling to web server
- 97% repo contribution from passionate front-end work & intensive back-end problem solving