

# HENRY STARR

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## Education

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### University of Maryland

*Bachelor of Science in Computer Science, GPA 3.84*

September 2021 – May 2025

*College Park, Maryland*

## Coursework

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- Discrete Math
- Systems
- Linear Algebra
- Algorithms
- OOP
- Data Structures
- AI & Data Science
- Networks
- WebApp Dev.
- Network Security
- Statistics
- Android Dev.

## Experience

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### AMD

June 2023 – August 2024

*Artificial Intelligence Intern, June 2024 – August 2024*

*Bozborough, Massachusetts*

- Developed full-stack chatbot using Angular, leveraging MongoDB to store AI-user conversations and integrating chain-of-thought internal large language models (LLMs) to enhance conversational capabilities and user interaction.
- Developed a predictive system using Generative AI to identify potential test errors by extracting features from over 20,000 x86 assembly logs and JIRA tickets, generating x86 code with 90% accuracy, which significantly improved data quality and enhanced machine learning model performance.
- Implemented web scraping framework via Node.js to automate and populate internal checklists, streamlining data collection and verification processes.

*Software Infrastructure Intern, June 2023 – August 2023*

- Managed version control and environment configuration, ensuring compatibility for hundreds of CPU employees.
- Collaborated on team-wide automation of HTML generation from verification logs using cron scheduling.
- Researched and implemented predictive AI to automate the tool promotion workflow, significantly improving team productivity.

### FIRE: The First-Year Innovation and Research Experience

August 2021 – December 2022

*Undergraduate AI Research Assistant w/ Dr. Alexandra L. Jones*

*College Park, Maryland*

- Extracted, preprocessed, and clustered training data from NASA GLOBE images for advanced AI model development.
- Leveraged Python and TensorFlow to develop a predictive model, achieving an 83% accuracy rate in identifying cloud obstructions, as demonstrated by a detailed confusion matrix analysis.
- Collaborated on a research project and presented results to hundreds of faculty at UMD undergraduate symposium.

## Projects

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### Unix Shell Emulator | C, Unix

December 2022

- Used C to Emulate a shell in the Unix environment. Capable of performing both unix and shell commands.
- Implements piping, exec, subshells, conjunctions, I/O, forking, and process management to execute user commands.

### MicroCaml: Dynamically Typed Ocaml | Ocaml, Lexers & Parsers

April 2023

- Recreated Ocaml as a dynamically typed language via implementing a lexer, parser, and interpreter.
- Utilized LL(1) recursive descent parser to create MicroCaml parser.

### Sentiment Analyzer | BERT LLM, Django, Python, Tailwind CSS

April 2024

- Developed a user-friendly web interface with real-time sentiment analysis display and visual feedback for sentiment intensity using Django, Bootstrap, and HTML/CSS.
- Implemented a process to tokenize individual words, perform sentence embedding, and analyze each token's sentiment separately using BERT llm model, and aggregate the results to determine the overall sentiment of the sentence.

## Technical Skills

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**Languages:** Python, Java, C, Ruby, OCaml, Rust, HTML/CSS, Javascript/Typescript, Kotlin, XML

**Developer Tools:** VS Code, Eclipse, Google Colab, Gvim, Agile, Android Studio

**Technologies/Frameworks:** Linux, Perforce, Git, Node.js, FastAPI, MongoDB, Puppeteer, Dataiku, Docker, Firebase

## Other / Extracurricular

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### Boy Scouts of America

2012 – 2021

*Eagle Scout*