

# Etai Abukasis

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## EXPERIENCE

**Airbnb**, Software Engineer Intern

May 2025 – Aug 2025

- **Increased annual revenue by 3M** by fixing a critical misleading UI bug **impacting 400,000 users per day**
- Reached 1.3M users per month by implementing conversational push notifications in our marketing tool
- Saved new hires 2 engineering weeks per year by redoing outdated team onboarding documentation
- Co-led two migration projects by aligning stakeholders, writing tech specs, building and testing features

**Corelight**, Software Engineer Intern




Sep 2024 – Mar 2025

- **Saved 400K per year** by implementing a license validator, **reducing weekly license errors from 10-20 to 0**
- Engineered and tested 30+ responsive UI improvements using React based on PM & customer tickets
- Designed and implemented a high demand API for enabling CSV, TSV, and JSON license data exports
- Saved team 13 hours per week by writing a python script that automates building dev environment

## EDUCATION

**B.A. Computer Science**, University of California, Berkeley

Dec 2025

- **Classes:** Data Structures, Artificial Intelligence, Algorithms, Computer Architecture, UI/UX, Cybersecurity
- **Awards:** 4x Dean's List, AI Hackathon Winner , CS61B Best Project (#1/800) , CS160 Most Polished UI 
- **Skills:** Kotlin, Python, React, Java, JavaScript (TypeScript), GraphQL, Go, Swift, C, HTML/CSS, SQL, Rust, C++

## PROJECTS

**Arkham**, React (Next.js), TypeScript, Node.js, PostgreSQL, AWS

Jul 2025 – Present

- **Building a graph-based AI video editor** with drag-and-drop nodes, editor timeline, preview, and templates.
- Designed the agentic platform with typed I/O, parallel branches, retries, caching, and versioned pipeline
- Implemented an AI onboarding assistant and new-user docs to guide first-time users through workflows

**Live-It**, Python, Cuda, C++, React, TypeScript, Node.js 

Jun 2025

- Launched an end-to-end platform that **turns 2D images and text prompts into fully interactive 3D worlds**
- Enabled ~2-minute 3D asset creation by chaining Veo 3 video, Gaussian Splatting, and NeRFStudio render
- Built a React 18 + TypeScript UI with live progress, MP4 preview, and one-click regenerate for iteration

**Sprite AI**, React (Next.js), TypeScript, Node.js, MongoDB 

Apr 2025

- **Built an AI sprite-sheet generator** that turns text prompts into pixel-art animations and game-ready sheets.
- Added upload/preview controls for playback speed, frame count, and color adjustments in a canvas viewer
- Shipped a ChatGPT-style UI with tool invocation, streaming responses, and an interactive preview player

**Prodsim AI**, React (Next.js), TypeScript, OpenAI Realtime API

Oct 2024

- Developed a Next.js app with OpenAI's realtime API for **custom AI agents**, enhancing product-market fit
- Built an interactive frontend displaying vocal meters of AI agents conversing, improving user engagement
- Simulated multi-agent focus groups for live consumer discussions, improving customer representation

**Egg Drop**, Swift, C#, Unity, AWS

May 2024 – Aug 2024

- Developed an **iOS game** using Unity and C#, focusing on **advanced physics & optimized rendering pipelines**
- Built a global leaderboard with AWS DynamoDB, automatically updating the top 10 scores every 24 hours