

THIAGO SARDENBERG

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Education

University of California, Irvine

Expected May 2027 (graduating early)

B.S. in Computer Science and Engineering

Irvine, California

– **Relevant Coursework:** Data Structures & Algorithms, Object-Oriented Design, Discrete Mathematics, Linear Algebra

Technical Skills

Languages: Python, C++, JavaScript, TypeScript, Java, Swift, SQL

Robotics & Hardware: Arduino, PixyCam, CAD, sensors, servos, circuit soldering

Machine Learning / Computer Vision: PyTorch, OpenCV, Ultralytics (YOLOv8)

Frameworks & Libraries: React.js, React Native, Node.js, Express.js, Flutter, Pandas, NumPy, Matplotlib, Plotly, BeautifulSoup, Tailwind CSS

Tools & Technologies: Git, GitHub Actions, Docker, PostgreSQL, MySQL, Firebase, Supabase, Vercel, Expo, Xcode, Unix

Experience

Sunobot

June 2026 – Present

Software Engineering Intern

Deerfield Beach, Florida (Hybrid)

- Engineered a Python data pipeline scraping Instagram and Google Maps to identify local businesses, implementing rate limiting and request throttling to sustain reliable large-scale scraping without triggering bot detection; generated **200+ qualified leads** that fed the company's outbound sales pipeline.
- Automated scoring of **1,000+ business websites across 8 quality signals** (website presence, ratings, price range, AI assistant adoption, load performance) by parsing HTML and benchmarking load times; built geographic quality visualizations with Matplotlib and Plotly and exported results to a Google Sheets dashboard.

RaiseLink

May 2024 – Aug. 2024

Software Engineering Intern

Boca Raton, Florida

- Designed and implemented a probabilistic matchmaking algorithm generating real-time compatibility scores (30–100) between investors and startups, built on two core metrics (portfolio history and startup profiles), to optimize startup evaluation and streamline pipeline tracking.
- Built and maintained features in React, Python, and Firebase at a 3-person early-stage SaaS startup; diagnosed and resolved a critical production UI bug and conducted end-to-end platform testing to validate feature stability before release.

Projects

Autonomous Rover | *Arduino, C++, PixyCam, CAD*

Jan. 2026 – Feb. 2026

- CAD-designed the full chassis and a custom claw, soldered all electronics, and wrote IR line-following and PixyCam color-detection firmware from scratch.
- Rover autonomously completed a multi-phase navigation course and retrieved a can with the custom claw; **placed 13th out of 50 teams**.

Fashion Detection Web App | *Python, YOLOv8, PyTorch, Express, PostgreSQL, React*

Feb. 2026 – Present

- Fine-tuned YOLOv8 on a public dataset of **10,000 images**, achieving **78% mAP across 7 garment classes**; surfaced shoppable product links via reverse image search.
- Designed a garment-cropping pipeline for detected items and a REST API backend with Express and PostgreSQL; cloud-deployed the full stack for end-to-end inference.

Eco-Friendly iOS App “Sapling” | *React Native, TypeScript, Swift, Xcode, Firebase*

May 2024 – Nov. 2024

- **Featured in GeekWire**; shipped a climate-focused iOS productivity app with **500+ downloads** and a fundraiser that raised \$1,200, planting 1,200 trees.
- Built responsive UI with React Native and Tailwind CSS; integrated Firebase for user data, implemented a native iOS home-screen widget in Swift (WidgetKit), and created a supporting React website.

Leadership / Extracurricular

Zotbotics Robotics Club

Mar. 2026 – Present

Member

Irvine, California

- Designed, built, and completed a fully autonomous robotic spider (May 2026): CAD-modeled all structural components and programmed locomotion with Arduino, servos, and sensors.

Coding Club

Aug. 2024 – May 2025

President

Boca Raton, Florida

- Led **20+ members** through building their first iOS app, teaching React Native, Node.js, and Firebase; organized events and mentored new programmers.