

Anthony Marinov

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EDUCATION

BS, Structural Engineering | University of California, San Diego | **GPA: 3.857 / 4.000**

June 2025

MS, Structural Engineering/Computer Science | University of California, San Diego

June 2026

EXPERIENCE

MiTek | R&D Engineer Intern

Mission Viejo, CA | June 2024 - Sept 2024

- Developed an new AI generative design program using Python, XGBoost, and Tensorflow along with a cost and time estimation tool in Excel for optimized lateral system design in wood light-frame construction
- Worked with other teams to create a new design philosophy for MiTek's lateral solutions, developed through testing in the new program, capable of decreasing construction time by up to 20% with negligible cost increase
- Assembled a file package with detailed documentation for internal company distribution and hosted a tutorial presentation outlining the details, usage, and further development possibilities for the program and Excel tool

Alpha MM Inc | Software Engineer Intern

Los Angeles, CA | June 2023 - Sept 2023

- Created a machine learning pricing and expense model using Tensorflow in Python for more efficient client quoting and accurate project expense estimates, increasing project margins by 7% on average
- Developed a Python program to handle project scheduling, match sub-contractors to projects, and generate client invoices and necessary project agreement documents

SKILLS

Computer Science

Languages: Java, Python, C, SQL, MATLAB, HTML/CSS, VBA

Tech: Machine Learning/AI, Data Structures, Object Oriented Programming, Git

Libraries: Keras/Tensorflow, XGBoost, PyTorch, Sklearn, Pandas, Matplotlib, Seaborn, Xlwings

Engineering

Programs: Solidworks, Fusion 360, LabVIEW, SAP 2000, RISA, Abaqus, AutoCAD, Revit, Excel

Tech: Sensors, Data Acquisition, Signal Processing, Spectral Analysis, Structural Health Monitoring, CNC, Additive Mfg.

Design/Analysis: Finite Element Analysis, Product Design, Composites, Steel, Reinforced Concrete, Timber

PROJECTS

Generative Pretrained Transformer (GPT) | (Python, PyTorch)

[github-link](#)

- Developed a custom implementation of the Transformer architecture, drawing on the GPT-2 framework and the "Attention is All You Need" paper, to create a text generation model that emulates Shakespeare
- Constructed the model from scratch using PyTorch, manually implementing multi-head self-attention, positional encoding, and layer normalization to support long-range context, as well as residual connections and dropout to improve model training and reduce overfitting

Soil-Water Retention ML Model | (Python, Keras/Tensorflow, Sklearn, Matplotlib)

[private](#)

- Created a non-isothermal soil-water retention model in a geotechnical engineering context using multiple machine learning approaches (ridge regression, KNN, neural networks w/ custom loss functions)
- Optimized the models using cross validation to predict soil saturation given matric suction under any user specified temperature, unlike traditional isothermal models

Design-Build Competition | (Solidworks, AutoCAD)

[github-link](#)

- Designed and built an extending arm mechanism that delivers a ball to suspended scoring platforms, utilizing 3D printing, laser cutting, 3D CAD design, AutoCAD, and servomotors
- Placed 1st out of 46 teams: only team to use a unique mechanism type, surpassing 2nd place by 73%