

ADAM MOSKOWITZ

amoskowitz02@gmail.com | 201.316.0023 | linkedin.com/in/adammosk

SUMMARY

Summa Cum Laude CS graduate (**3.9 GPA**) from Stevens Institute of Technology with production experience in AI systems, data engineering, and automation. Authored **75,000+ lines of production Python**, architected a RAG pipeline processing **100,000+ embeddings** that drove **+10% clicks** and **18% average rank improvement** across **27,000+ published pages**, and engineered a **BigQuery data warehouse** with **100+ tables** and **5+ automated ETL pipelines**. Passionate about systems architecture, turning complex data and AI challenges into scalable, validated solutions.

TECHNICAL SKILLS

Languages: Python, C, C++, Java, OCaml, SQL

AI & ML: TensorFlow, Keras, PyTorch, Scikit-learn, NumPy, Pandas

AI Techniques: RAG, Vector Databases, Semantic Search, Reranking, Multi-Agent Systems, LLM Orchestration, Prompt Engineering, NLP, Deep Learning, CNN, RNN, Reinforcement Learning, Human-in-the-Loop AI

Data & Databases: BigQuery, PostgreSQL, Microsoft SQL, Data Warehousing, Data Modeling, ETL/ELT, Data Pipeline Architecture, Data Governance

Data Engineering Tools: DataForSEO, Screaming Frog, Web Scraping, Streamlit, Google Sheets API, Looker Studio, GA4, Data Visualization

Cloud & Infrastructure: Google Cloud Platform (GCP), Linux, Networking, Server Deployment

Tools & Methodologies: Git, GitHub, n8n, ClickUp, Agile, Scrum, A/B Testing, PowerPoint, Excel

EXPERIENCE

Skyward — Automation and Technology Lead

04/25 - Present

- Engineered Skyward's internal automation and AI codebase from the ground up using Python and GitHub (**75,000+ lines of code**), establishing core abstractions, workflows, and deployment patterns
- Architected the company's **BigQuery data warehouse from scratch** — **100+ tables** with full data governance, schema design, and **5+ automated ETL pipelines** integrating GCS, GA4, Screaming Frog, Sitemaps, DataForSEO, and manual crawl data
- Led the architecture and implementation of a large-scale AI-powered FAQ generation system, creating a custom scraper to collect and normalize long-form documents for vector database storage with **100,000+ document embeddings**
- Created a filtered RAG pipeline with multi-query retrieval, reranking, and document-level constraints, **reducing input context by 97%** while maintaining client-validated response quality
- Scaled AI systems to generate **27,000+ FAQ pages** for a single client with 3-6 questions per page, implementing multi-stage validation (rule-based + Perplexity fact-checking); target pages saw **+17% impressions, +10% clicks**, and **18% average rank improvement** within 2 weeks of publishing
- Developing **multi-agent AI workflows** for content generation and data processing, orchestrating LLM-powered pipelines with quality gates, validation checkpoints, and automated publishing
- Developed internal tools using **Streamlit** for pipeline configuration, cost estimation, data validation, and reporting — enabling non-technical team members to run and monitor AI pipelines

Skyward — Project Manager

09/25 - 03/26

- Coordinated end-to-end project delivery for 3 major clients through cross-functional collaboration, running weekly client meetings, Agile standups, 1:1s, and sprint retrospectives
- Constructed ClickUp infrastructure including 100+ page knowledge base, 25+ reusable templates, and 20+ dashboards to standardize workflows and provide visibility into delivery status
- Conducted weekly 1:1s with team members, client meetings, and retrospectives, documenting action items and follow-ups to ensure accountability and continuous process improvement

InterServer, Secaucus NJ — Datacenter Technician

01/25 - 03/26

- Assembled and deployed **1,000+ production servers across 8 datacenters**, owning full hardware lifecycle from component assembly through OS installation, network configuration, and rack integration with **48-hour turnaround**
- Configured datacenter infrastructure including power distribution, network switches, fiber optic cabling, and rack-level organization, contributing to **99.9% uptime SLA**

- Executed hardware troubleshooting and repair operations, diagnosing component failures to minimize downtime; tracked inventory and RMA processes with vendor coordination

Globe Tax Services Inc., NY, NY — Systems & DevOps Intern 05/23 - 08/23

- Spearheaded integration of internal systems for database, security, and form management; collaborated with business analysts, QA, and UAT teams to gather requirements and align system enhancements with business needs
- Automated client information processing using C, XML, and HTML, replacing manual methods; conducted data extraction, transformation, and loading into SQL Server to optimize data management

Globe Tax Services Inc., NY, NY — DevOps Intern 05/22 - 08/22

- Developed and implemented programs for client information processing automation, phasing out manual methods and improving organizational efficiency
- Upgraded XML-based programs and redesigned DMS processes, consolidating sections and improving data management, system performance, and SQL Server efficiency

EDUCATION

Stevens Institute of Technology, Hoboken, NJ: Graduated May 2024 — Bachelor of Science in Computer Science

GPA: 3.9 | Honors: Summa Cum Laude

Awards: First Robotics Scholarship, Edwin A. Stevens Scholarship, Stevens Grant

Coursework: Machine Learning Fundamentals and Applications, Artificial Intelligence, Deep Learning, Natural Language Processing, 3D Computer Vision, Algorithms, Database Management System II

Courses and Certifications:

Course: Google Prompting Essentials 11/25 - 12/25

Course: Machine Learning Engineer Professional Certificate 12/25 - Present

PROJECTS & LEADERSHIP

Senior Design Capstone — Team Leader and Game Designer: 09/23 - 05/24

- **Led a team** in developing a web-based gamified learning tool for special-needs students, focusing on life skills across academic, social, and transitional areas
- **Primary liaison with the project client**, ensuring the game met targeted educational and functional requirements
- Spearheaded the creation and development of a warehouse-themed game using Unity, designed to simulate real-world scenarios and teach barcode scanning skills
- Owned the entire game development process from concept to completion, including designing, implementing, and refining game functionalities and loops, ensuring an engaging and educational experience

Project Manager of Pascack Valley Robotics Team: 09/17 - 05/20

- Directed the coordination of three mechanical subdivisions, with the electrical, chassis, and programming divisions to create a robot to effectively and efficiently accomplish several tasks
- Created world-class robots, **winning the competition freshman year** and achieving the **top ranking worldwide junior year**
- Established tight timelines and enforced deadlines for all subdivisions to ensure timely completion of project milestones
- Weekly design reviews ensured team members and mentors maintained open communications, understood expectations, and met deadlines

VOLUNTEERING

Robotics Team Mentor: Guided high school students in robotics competitions 09/20 - Present

Fund Raising for Robotics Team: Raised funds for team events and resources 09/16 - 05/20