Kobe Lei

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Education and Training

University of Washington, WA | Expected Graduation: Jun 2028

- B.S in Computer Science and Machine Learning; Minor in Data Science
- Seattle Central College (Jun 2025) Full Time Running Start via Cleveland STEM HS
- Relevant Coursework: Software Engineering, Machine Learning, Technical Writing

Technical Experience

Computer Vision Programmer Team Lead, XBOT Robotics, Microsoft, Redmond, WA | July 2023 - Apr 2025

- Developed XTABLES, a centralized embedded system for robotics, enabling real-time communication and improving speed and reliability in competitions.
- Built XDASH, a full-stack instant-response dashboard for deploying AI models and managing **10+** networked embedded systems, reducing deployment time by **80%**.
- Engineered computer vision models and algorithms for object detection and tracking with **95%+** accuracy, enhancing autonomous performance and decision-making in live competitions.

Intern, Computing For All Pre-Apprenticeship Program, Remote, WA | Sep 2024 – Mar 2025

- Completed a 270-hour certification program focused on full-stack web development, gaining skills in HTML, CSS, JavaScript, and project management.
- Worked on real-world coding projects in team-based environments, mentored by industry professionals, and built a
 portfolio of work to demonstrate technical skills to future employers.

Manager, Subshop #8, In-Person, Renton, WA | June 2019 - August 2025

- Operated the cash register for 50% of each shift, efficiently processing **100+** customer transactions daily, maintaining **100%** cash accuracy, and fostering a welcoming customer experience.
- Coordinated with kitchen staff and handled restocking duties for ~2 hours per shift, improving order turnaround speed by 20% and ensuring consistent inventory availability.

Projects

Al Vision Pipeline | Developing Jun 2024

- Built a full end-to-end AI vision pipeline in Python, ingesting and processing vision data in real time.
- Designed XTABLES, a data pipeline up to 2234% faster than NetworkTables for transmitting vision data in ML applications.
- Developed XDASH, a GUI dashboard to label, control, and visualize machine learning data and results.
- Created XVISION, a full AI vision platform and interface that simplifies managing multiple cameras and models.

JARVIS | Developed Jun 2023

- Developed JARVIS, an always-listening AI assistant using zero-shot classification to interpret context and perform actions without keywords.
- Integrated control of computer functions and modern smart home devices, enabling seamless hands-free automation.

Moody | Developed Sep 2019

- Built Moody, an Al-powered <u>verified</u> Discord security bot with automated anti-raid protection, alt-account detection, and full server control features.
- Scaled to serve 197,000 users with a complete end-to-end dashboard for management, safety, and community engagement.

ALT | Developed February 2025

- Contributed to the Alt Framework, optimizing multiprocessing efficiency and reducing GIL bottlenecks by 34% through modular Python design.
- Supported development of resource management, monitoring, and logging features for scalable agent concurrency.

Awards and Distinctions

FIRST Robotics Competition | Innovation and Control Award | Apr 2025

- Received the Innovation & Creation Award for presenting an AI/ML embedded vision pipeline that outperformed 35 other teams.
- Delivered a business-level and technical-level presentation using custom animations and videos to clearly explain my full system pipeline.