

Harry Joshi

Westford, MA | (978) 955-8137 | harrybjoshi@gmail.com | [linkedin.com/in/harryjoshi1](https://www.linkedin.com/in/harryjoshi1) | <https://github.com/HarryJ12>

EDUCATION

University of Massachusetts Lowell, Lowell, MA

Bachelor of Science in Computer Science

Expected: May 2028

GPA: 3.9

Related Coursework: Data Structures & Algorithms, Object Oriented Programming, Calculus I-II, Discrete Structures I-II, Linear Algebra, Statistics

Awards & Memberships: Honors College, Dean's Scholarship, Immersive Scholars Scholarship, Data Science Club, Co-Op Program

SKILLS

Programming Languages: Python, Java, Go, C, C++, JavaScript, HTML, SQL, Bash

ML & Data: pandas, NumPy, scikit-learn, Plotly, Streamlit, OpenAI API

Tools & Frameworks: Git/GitHub, REST APIs, n8n, DigitalOcean, Linux

Certifications: Microsoft Azure AI Fundamentals

Languages: Fluent in English, Gujarati; Conversational in Spanish, Hindi

EXPERIENCE

University of Massachusetts BioNLP Laboratory

Multi-Agent LLM Researcher

Lowell, MA

February 2026 - Present

- Evaluating multi-agent vs single-agent LLM reliability in the medical domain, through benchmarking on medical QA and summarization tasks using Med-HALT and MedHallu across domain-specific and general, open-source and closed-source models
- Analyzing hallucination rate and task accuracy to compare reliability trade-offs across different agent architectures and model classes
- Designing and implementing reproducible and scalable evaluation pipelines in Python and Bash using Hugging Face Transformers and Slurm-based HPC workflows to run large-scale experiments

Kennedy College of Sciences at University of Massachusetts Lowell

Applied AI Engineer

Lowell, MA

December 2025 - Present

- Working with Chemistry faculty to design a Copilot-powered tutoring agent to help students learn effectively and independently
- Developed a Python-based preprocessing pipeline using the OpenAI API to automatically structure, normalize, and chunk departmental materials, with controlled content type filtering and deterministic chunking optimized for RAG ingestion and high-precision retrieval
- Engineering and testing instructional framework with strict guardrails to keep explanations aligned with course standards while preventing answer leakage and minimizing hallucinations

Coach

Sales Associate

Merrimack, NH

May 2025 - July 2025

- Provided personable service and styling support, averaging \$415/hour and \$57K+ in sales by leveraging problem solving and adaptability
- Exceeded conversion goals using product knowledge, data-driven and analytical decision making, emotional intelligence, and teamwork
- Supported inventory, visual standards, and store operations during peak traffic through process optimization and attention to detail

PROJECTS

[NFL Performance Analytics & Forecasting Platform \(Python\)](#)

- Ingested and cleaned multi-season NFL team data with pandas and numpy, engineered predictive features, analyzed key performance drivers, handled missing and inconsistent data, and visualized actionable insights with Plotly to support predictive modeling
- Built linear and logistic regression models in scikit-learn, evaluated with RMSE, R^2 , F1, accuracy, Brier score, and ROC-AUC
- Combined individual models into a meta-model for improved predictive accuracy, achieving an RMSE of 4.40 and R^2 of 0.8
- Built an interactive Streamlit dashboard for team selection, on-demand performance predictions, and historical performance queries

[Hilton Hotels Extended-Stay Tracker Application \(Go, JavaScript, SQL\)](#)

- Worked directly with a Hilton property manager to build a Go-based RESTful CRUD API using SQLite to manage hotel guest records, accessed by a custom JavaScript dashboard, with HTTP/JSON endpoints and server-side validation
- Implemented an autonomous background agent that sends exactly-once weekly billing reminders per guest using database constraints
- Deployed the full application on a DigitalOcean Ubuntu VM using systemd services and environment-based configuration

[Evil Hangman Game Implementation \(C\)](#)

- Created a Hangman game using C in which the program adapts to player guesses by reorganizing word families to maximize difficulty
- Built custom data structures including a string ADT, generic vector, and AVL tree to manage dictionary words efficiently
- Implemented dynamic memory management, recursion, and balancing algorithms to optimize performance for large datasets
- Developed 25 comprehensive unit tests to ensure correctness and robustness of core data structure and game functions