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ALDO ACEVEDO
Software Engineer and Computer Engineering Student

I. RESEARCH INTERESTS

Reinforcement learning, mechanistic interpretability, AI alignment.

II. EXPERIENCE

Neptune School · **Dec 2023 – Jun 2024**
Computer Graphics Engineer … Rust, WebAssembly, WebGPU, TypeScript
Worked with an educational game engine's internals. Designed and implemented:
- Chunked terrain system with vegetation and water.
- 3D-to-spritesheet rendering of characters to improve animation performance.
- Automatic background pre-rendering system, allowing game to run on low-end devices.

Freelance · **May 2022 – Sep 2022**
Software Engineer … Rust, WebAssembly, TypeScript, XHTML, EPUB, WebGL, GLTF
- Created tool to convert Kindle highlights into book summary. Implemented parser and EPUB exporter.
- Web-based GLTF scene viewer using WebGL and WebAssembly. Created a custom graphics engine for this purpose.

Posibillian Tech
Software Engineer … Unity, C#, PostgreSQL   Nov 2021 – Feb 2022
Optimized memory usage for Points of Interest (POI) in Cubie World and created dev tools for POI design and queries.

Lead Software Engineer … Unity, C#   Nov 2020 – Mar 2021
Built physics engine, gameplay mechanics, procedural animation and level design tools of platformer video game.

III. EDUCATION

National Taiwan University of Science and Technology · · · · · · · · · · · · · **2025 – 2026**
B.S. in Computer Engineering (3-semester exchange)
Courses taken: Deep Learning Architecture and Applications, Parallel and Distributed Computing

Universidad Politécnica Taiwán-Paraguay · · · · · · · · · · · · · · · · · **2023 – 2026**
B.S. in Computer Engineering, GPA: 4.56/5.00

Colegio Técnico Nacional de Asunción · · · · · · · · · · · · · · · · · · · **2020 – 2022**
Technical High School Diploma on Information Technology, GPA: 4.94/5.00

IV. PERSONAL EXPERIENCE

Machine learning projects (PyTorch)   2023-present
- [Fast parallel deep reinforcement learning from-scratch in C++, 200x speedup from Python version.](#)
- [Explainer blogpost showcasing feature visualization research, with step-by-step replication.](#)
- Replaced FastComposer (Xiao et al., 2023) backbone with `tiny-sd` for 1.5x speedup, 11x size reduction
- Music genre classification with CNN architecture on the GTZAN dataset. 99% accuracy.

Creator and maintainer of free open-source software (Rust, D-Bus, WINAPI, TypeScript)   2021-present
- `souvlaki (108 ★)`: cross-platform Rust library for handling OS media controls and metadata. Supports Linux, BSD, macOS/iOS, Windows.
- `obsidian-helix (99 ★)`: Obsidian.md plugin that implements Helix keybindings in the editor.

Music production and composition, *Aldo Acevedo, Sinono3, Blanketernal* (Ableton, Max/MSP, FL Studio)   2017-present

Math and programming tutor, *DevSquad, Pino Code, Colegio Técnico Nacional*   2020-2023

Game developer   Designed, painted, 3D-modelled, programmed, composed and wrote horror, rhythm,   2014-2022
and simulation games in my independent studio.

V. AWARDS AND HONORS

1st place in Aguarandu (Paraguay programming competition)	2019, 2020, 2021
Silver medals at OMAPA (Paraguay math olympiad)	2018, 2019, 2020
2nd place at IEEEXtreme (24-hour programming competition)	2023, 2024
1st place at FACEN National Math Competition	2022

VI. LICENSES AND CERTIFICATIONS

AI Safety Fundamentals: Alignment	Debated topics in AI alignment during weekly sessions.	2024

VII. TECHNICAL SKILLS

Experienced	Rust, C#, Python
Comfortable	C, C++, Shell/Bash, Nushell
Acquainted	SQL, Julia, JavaScript, TypeScript, Java, PHP, Verilog, Lua, BQN
Tools/Libraries	PyTorch, Transformers, WebGPU, OpenGL, SFML, Makefile
Game Engines	Unity, Godot, Bevy, Love2D, MonoGame/XNA
Operating Systems	Linux (Arch, Void, Debian), macOS, Windows

VIII. REFERENCES

Stuart Reavley, CEO, Neptune School	stuart@juneau.io
Juan Eduardo de Urraza, CEO, Posibillian Tech	jeuazarru@gmail.com