

Lucas Burgett

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| [LinkedIn Profile](#) |

EDUCATION

Stanford University

Stanford, CA | GPA: 3.79 | 2024-2028

- Pursuing BS, Math Major, Computer Science Minor
- Blythe Fund, Stanford AI Club

EXPERIENCE

Incoming Software Engineering Intern, Parametric PBC (YC F25)

San Francisco, CA | Summer 2026

- Developing and deploying reinforcement learning models for robotics applications, contributing across the full ML lifecycle from training to production.

Research Assistant, Fan Lab, Stanford University

Stanford, CA | Winter 2026

- Contributing to the development of MetaChat 2.0, a multi-agentic framework for autonomous nanophotonic device design.

Research Fellow, Startups To Join

Stanford, CA | Winter 2026

- Researching, interviewing, and writing about high-growth startups, including Imprint and Midship.
- Engaging with a network of investors and receiving mentorship from experienced founders and operators.

Engineering Intern, Platform Science

San Diego, CA | Summer 2025

- Spearheaded the development of an AI-powered safety feature by building a proof-of-concept model that calculates Time to Collision (TTC) from live vehicle video feeds with 80% accuracy.
- Utilized a stack of Python, TensorFlow, and OpenCV for computer vision analysis, AWS SageMaker for cloud-based model training, and Snowflake with SQL for data management and retrieval.

Product Manager Intern, Treeline Interactive

San Diego, CA | Summer 2023

- Gained exposure to product development, market analysis, and product road mapping
- Worked alongside a team to launch Five Iron Golf's online booking software

UPenn Social Innovators Program | Remote | Spring - Summer 2023

PERSONAL PROJECTS

Personalized Writing Style Tool | Fall 2025

- Developed a multi-agent system that analyzes writing samples and generates style-matched content using the Claude API.
- Built iterative refinement loop integrating GPTZero API feedback to optimize output to avoid AI detection.

Reinforcement Learning Reward-Tuning Pipeline | Summer 2025

- Developed a reproducible reinforcement learning training framework with modular configuration for environments and algorithms.
- Implemented deterministic seeding, version locking, and experiment logging to ensure consistent results across runs.

RELEVANT COURSEWORK:

Deep Reinforcement Learning (CS 224R), Deep Learning for Computer Vision (CS 231N), Introduction to Probability (CS 109), Computer Organization & Systems (CS 107), Applied Matrix Theory (Math 104), Differential Equations with Linear Algebra, Fourier Methods, and Modern Applications (Math 53)

SKILLS

Python, Java, C++, C, Matlab, Tensorflow, SQL, OpenCV, Snowflake, AWS SageMaker, Portuguese