

Anirudh Warriier

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Education

University of California, Irvine Irvine, CA
Bachelor of Science in Computer Science

Expected: June 2028

Projects

Mesa | *FastAPI (Python), Vapi, Supabase, GPT-OSS (Groq), Railway*

May 2026

- Built MESA, an agentic bilingual voice AI platform connecting restaurant surplus food to verified food banks and recipients via a single phone number with zero registration/ID/app required; deployed live on Railway with 9 tool handlers covering the flow between donors, food banks, and recipients.
- Maintained sub-2s conversational latency (\$0.11/min runtime cost) by engineering parallel async handlers in FastAPI/Vapi (EIN verification and geocoding).
- Implemented soft-fail tool dispatch logic and per-call performance telemetry piped directly to Supabase.

Stock Portfolio Tracker | *React, TypeScript, FastAPI, PostgreSQL, Docker, AWS, Python* April 2025 – Current

- Built an interactive website that enables users to monitor their holdings as well as track current stocks.
- Created scalable program architecture using Docker containerization, NGINX, SSL encryption, PostgreSQL, and a Redis caching layer.
- Implemented advanced data visualization in Recharts to depict portfolio allocation, benchmark performance, and real-time price data with auto-refresh.

Rhythm | *Arduino, Python, Go, Flask, React*

July 2023 – Oct 2023

- Developed a personal assistant gadget, Rhythm, an Arduino-based smart reminder system.
- Prototyped hardware using 3D-Modeling / CAD and laser cutters.

FRC Robotics and Engineering | *Onshape, Solidworks, Git, Python, C++*

Aug 2021 – June 2024

- Modeled, prototyped, and programmed a competitive regional champion robot - "Vertigo".
- Used CAD, laser cutting, and 3D printing to prototype, model, and build the final product.
- Directed a team in the development of a solar-powered miniature car, focused on sustainable energy integration and efficiency.
- Led a team to build a robot capable of sorting marbles based on color and size, utilizing sensors and C++ backend.

Work Experience

Handshake AI - Project Hedgehog | *AI, Image Processing, Prompt Engineering*
Remote

April 2026 – Current

- Evaluated and fine-tuned multimodal AI model outputs across text, audio, and visual data formats to enhance response precision.
- Designed adversarial prompts and stress-tested LLM edge cases to identify failure modes and optimize system guardrails.

Technical Skills

Languages: Python, C/C++, Java, TypeScript, SQL (PostgreSQL), Go, HTML/CSS

Frameworks & Libraries: React, FastAPI, Flask, Node.js, NumPy, Pandas, Recharts

Developer Tools & IDEs: Git, Docker, VS Code, Visual Studio, PyCharm, IntelliJ, Railway

AI & Agent Infrastructure: Vapi, Supabase, Groq, Prompt Engineering