Alexander Peczon

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Mission

Data engineer focused on ETL pipelines, analytics infrastructure, and intelligent automation. I enjoy turning messy datasets into structured systems that make it easier to deduce what matters.

Education

University of San Francisco *Graduated 2026*

B.S. Computer Science

Relevant Coursework: Linear Algebra, Statistics, Vector Calculus, Software Engineering, Computer Architecture, Algorithms

Experience

Future Tilt - Software Engineer *Jul 2025 – Present*

Built scalable analytics, data, and automation systems San Francisco

- Collaborated with a Data Consultant to build ETL pipelines using Airbyte, BigQuery, and AWS Lambda capturing customer behavior + demographics exceeding 20M+ daily queries across 20+ clients for internal dashboards.
- Developed an AI-powered email generation platform that transformed Google Sheets campaign calendars into editable marketing emails while automatically retrieving assets from Google Drive, reducing email preparation time by 40%.
- Built an AWS Lambda campaign service that synchronized Google Sheets campaigns with campaigns in Klaviyo and Trello, reducing campaign setup time by 50%. Clarifying communication between account managers and clients.

MAGICS Lab - NLP Research Assistant *Mar 2025 – May 2026*

Built datasets and models for explainable sentiment analysis San Francisco

- Built parallelized ETL pipelines across 5 virtual machines to generate entity-aware NLP datasets from 20,000+ news articles using graph-based relationship extraction.
- Developed and an explainable entity-based sentiment analysis framework preserving interpretable reasoning paths.

Alaris Security - Junior Fullstack Engineer *Aug 2025 – Nov 2025*

Developed SOC automation and cybersecurity AI systems San Francisco

- Spearheaded development of an agentic cybersecurity analysis system that identified malicious patterns across millions of security records and generated customer-specific NIS2 compliance reports reducing noise in SOC2 logs.
- Designed orchestration workflows using Prefect and Airflow to normalize and integrate CrowdStrike, Elastic, and Microsoft Defender APIS to feed our internal SOC analytics systems scaling to 1M logs per customer.

University of San Francisco - Data Analyst Intern *Jul 2024 – Jul 2025*

Predictive analytics and admissions reporting San Francisco

- Conducted exploratory data analysis on 500,000+ student records from SLATE, transforming raw SQL exports into analytical datasets, developing visualizations and dimensionality reduction models (PCA) to identify relationships between admissions events, geography, and enrollment outcomes.
- Evaluated prospective student interactions across admissions events and geographic regions, surfacing insights used to guide recruitment and marketing strategy.

University of California, Merced - Data Analyst Intern *Aug 2023 – May 2024*

Educational analytics and survey research Merced

- Analyzed thousands of Qualtrics survey responses and conducted focus groups with 500+ students, using Pandas and OpenAI to categorize feedback and identify factors impacting student engagement and academic performances.
- Presented research on Methodologies at the Fresno State Exemplary Practices in Higher Education Conference.

Projects

NextSteamGame.com Recommendation Engine (Open Source) *Feb 2025 - May 2025*

Explainable Similarity Search Recommendation Engine San Francisco

- Built a recommendation pipeline for 80,000+ Steam games using PostgreSQL, ChromaDB, ModernBERT, and LLM-assisted semantic extraction. Converting 2000 raw steam reviews into usable tags + vectors letting users find similar games based on defining attributes such as Jazz fusion.
- Grew the platform to 30,000+ users and 35+ GitHub stars while maintaining a fully open-source code base.

Maldemic Simulator *Jan 2025 - May 2025*

Stochastic Epidemiological Modeling and Public Health Visualization San Francisco

- Developed a stochastic pandemic simulator using Markov-chain mobility models and SIR disease dynamics, earning 2nd place at the BLOOM Hackathon.
- Built a Godot visualization platform that rendered real-time disease spread across a 3D globe for public education.

Technical Skills

Languages: Python, Go, SQL, TypeScript, JavaScript

Frameworks & Libraries: PyTorch, TensorFlow, Scikit-learn, Pandas, NumPy, React, FastAPI, Drizzle ORM

Infrastructure Data: PostgreSQL, BigQuery, DuckDB, ChromaDB, Docker, AWS Lambda, Airbyte, Prefect

Tools & Platforms: Ubuntu, Git, Nginx, AWS, Google Cloud, Shopify API, Klaviyo API, Airbyte, Microsoft Suite