

Tommy Bruzzese

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EDUCATION

Stanford University, Class of 2023

B.S. Symbolic Systems, with concentration in Human-Centered Artificial Intelligence; GPA: 4.09/4.00

- Art History minor — Conducting computer vision and materials science research of fashion and paintings
- Courses — Artificial Intelligence, Machine Learning, Natural Language Processing with Deep Learning, Web Applications, Designing for Impact, Computer Organization & Systems, FEED Lab: Food System Design, Physical Analysis of Art, Statistical Analysis of Fine Art, and Cross-Platform Mobile Development

EXPERIENCE

Stanford FashionX, Vice President

Apr 2020 – Present

- Lead our website, social media, and art direction for campus-wide marketing and outreach to 50 weekly members.
- Design event spaces for our quarterly “Free Clothing Swap” and our annual Conference with industry leaders.
- Editor-in-Chief of *Fashionable Data* book on data-backed runway trends, published in 2021. Directed 9 students in conducting Python analysis and creating data visualizations on Coach, Prada, and French influencer fashion.

Trends in Lace (STATS 281 Final Project), Machine Learning Engineer

Nov 2021 – Present

- Augmented dataset and used PyTorch to fine-tune a ResNet101. Built a CNN to classify lace collars, scarves, and sleeves among 19k paintings. Achieved 90% accuracy on training and test set, and identified 4601 images of lace.
- Ongoing research on identifying more materials in art, and how depictions reflect market trends and production.

Apple, Software Engineering Intern (Silicon Engineering Group)

Jun 2021 – Sep 2021

- Lead designer and full-stack developer of React/Rails portal that streamlines asset management for thousands of hardware engineers. Created a modern, accessible UI system to effectively display mission-critical technical data.
- Built extensible component library for data tables, forms, and accounts that is used across organization’s domains.

Tesla, Product Management Intern (Supercharging User Experience)

Jan 2021 – Jun 2021

- Pitched and executed weekly on 9 Vehicle UI proposals for Tesla CTO and Supercharging Director. Designed interfaces for and globally launched vehicle features that improved user onboarding, pricing, and navigation.
- Principal product manager of 4 engineers. Led weekly sprints for 3 months, communicated succinctly to stakeholders, and organized launch of internal planning feature with 2700 employee sessions in first week.

Expo, Full Stack Software Engineering Intern

Jun 2020 – Sep 2020

Expo is an open-source platform for creating universal apps. It is used in over 410k GitHub repositories.

- In 6 weeks, developed new Activity dashboard. Built responsive React UI (designed with Figma) that dynamically renders each Activity type; built GraphQL API and coalesced multiple databases with custom pagination.

PUBLICATIONS

Author, Understanding Physical Practices and Role of Technology in Manual Self-Tracking

Apr 2020 – Present

- IMWUT 2020 paper analyzing complex frustrations of 404 people who manually track emotions and fitness.
- For a follow-up paper, co-leading development of privacy-focused mobile app that uses long-term trends, smart reminders, and device affordances to enhance manual tracking. Conducting month-long IRB study with 40 users.

Co-First Author, Effect of Confidence Indicators on Trust in AI-Generated Profiles

Sep 2019 – Feb 2020

- CHI 2020 Late-Breaking Work. Studied how various confidence indicators affect user trust of AI-written profiles.

ADDITIONAL INFORMATION

Languages: JavaScript, Python, React, Java, React Native, C++, Swift, C, GraphQL, Ruby on Rails, PostgreSQL

Skills: Rapid prototyping, web and mobile UX, technical research, frontend and backend, artificial intelligence, accessible design, Figma, recommendation systems, natural language processing, and human-computer interaction

Interests: Whole-grain Italian cooking, sustainable fashion, vintage jeans, secondhand clothing market