

ROBERT VIRAGH

AI PRODUCT ENGINEER | AI AGENT ORCHESTRATION

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github.com/robss2020 | taonexus.com | stateofutopia.com

Targeting San Francisco Bay Area | U.S. citizen - no sponsorship required | Pacific Time remote immediately; onsite/hybrid after relocation

PROFESSIONAL SUMMARY

AI Product Engineer who turns product requirements into deployed software by directing, evaluating, and coordinating AI coding agents. Delivered a Kotlin and Google Cloud product through Amazon Appstore approval and first-user onboarding. Hands-on Python programmer, AI experimenter, and Linux server operator with experience in architecture, infrastructure, browser ML, and custom agent workflows.

TECHNICAL SKILLS

AI delivery: Agent orchestration, prompt/specification design, task decomposition, agent evaluation, product testing, Jira-connected workflows

AI tools: Claude, ChatGPT, Codex, Gemini, Grok, OpenCode; terminal-based workflows and custom agent harnesses

Programming: Python, JavaScript; working knowledge of Go, C, C++, SQL, and Elixir; FastAPI, TensorFlow, transformers

Cloud and infrastructure: Google Cloud, AWS, Terraform, Linux, Docker, Git, VPS/dedicated servers, DNS, BigQuery, PostgreSQL, SQLite, Twilio, SendGrid

PROFESSIONAL EXPERIENCE

Pinit Bookkeeping - Remote

Apr 2026 - Aug 2026

AI Product Engineer / AI Agent Orchestrator (functional title)

- Directed Claude and ChatGPT/Codex agents through Jira workflows, translating owner-provided requirements into sequenced implementation tasks.
- Co-designed the architecture and orchestrated delivery of a Kotlin application and data pipeline using Google Cloud, Terraform, BigQuery, Google Authentication, Twilio, and SendGrid.
- Reviewed selected agent-generated code, managed technical execution, and tested the deployed product end to end at the application level.
- Supported Amazon Appstore approval and first beta-user onboarding, including ingestion of the user's complete 90-day Amazon seller dataset.

SELECTED PROJECTS AND RESEARCH

Evolving Brains? Cull Long Inference Times - Research Paper

Jan 2026

- Designed and tested a reproducible browser-based evolutionary simulation experiment and personally authored the paper; shortening each generation's lifetime eliminated maladaptive spinning and enabled some generations to reach 100% benchmark survival.
- Published the interactive demo, charts, reproduction steps, limitations, and the efficiency implications of shorter simulation lifetimes.

Trefoil Detector - Browser Object Detection

- Published an AI-assisted end-to-end project covering synthetic data, YOLOv8n training, ONNX export, and WebGPU/WebGL/WASM browser inference; reported 37/37 held-out real images detected with zero false positives.

RealFlyBrain - Browser Simulation Platform

Aug 2026 - Present

- Authored the brief for an AI-assisted browser port of a credited fly-connectome simulation, added camera-reactive and community features, directed implementation, tested the app, configured DNS, and deployed it.

Low-Latency Remote Desktop - Private AI-Assisted Project

Jul 2026 - Present

- Specified a UDP-based remote desktop with reliable input delivery, supplied the event-queueing algorithm, and iterated on the implementation; observed 25-60 FPS and about 89 ms end-to-end latency in local-network testing.

Additional portfolio: [Mini-Transformer in JavaScript](#) (manual browser backprop); [EphemeralCDN](#) (WebRTC peer-to-peer CDN); [Community AI](#) (public CPU inference service); [Gemma fine-tuning walkthrough](#).

PROFESSIONAL DEVELOPMENT

Becoming an AI-First Product Leader - LinkedIn Learning Certificate of Completion, Jan 2026. Coursework: AI for business, artificial intelligence, and AI for management.