

Camden Pettijohn

camdenpettijohn@gmail.com ❖ Sunnyvale, CA ❖ [LinkedIn](#) ❖ [GitHub](#) ❖ [Personal Website](#)

EDUCATION

University of California, Davis

March 2022

B.S. Computer Science

Davis, CA

TECHNOLOGIES

Languages: Python, Java, JavaScript, TypeScript, C#, C++

AI: Large Language Models (LLMs), Automatic Speech Recognition (ASR), Conversational AI, AI Evaluation

Technologies: AWS, CI/CD, React, Django, Node.js

WORK EXPERIENCE

SDE → SDE 2 (Promoted September 2024)

September 2022 – Present

Amazon Lab126

Sunnyvale, CA

- Accelerated conversational AI model evaluation from 2 weeks to 1 day by developing scalable benchmarking systems for speech recognition, including Word Error Rate, Critical Failure Rate & brand name recognition
- Reduced manual validation of model transcripts from a 2-week process requiring three QAs to a fully automated, LLM-powered workflow completing in under one hour
- Enabled large-scale validation of physical Alexa devices by developing reusable benchmarking infrastructure capable of evaluating over 20 devices concurrently (e.g. Echo, Android & iOS devices, Fire TV, etc.)
- Led cross-team projects from design to delivery, coordinating teams ranging from 2-6 engineers, scientists & QAs while mentoring interns & new team members

AI Game Research Intern

January 2022 – July 2022

UC Davis Department of Computer Science, [SING Lab](#)

Davis, CA

- Authored technical game design documents & contributed to a [research publication](#) on creating believable NPC behavior through AI-driven game systems
- Developed core gameplay systems in Unity (C#) & contributed to the Java backend supporting AI-driven NPCs
- Designed gameplay mechanics, UI/UX mockups (Figma) & original character artwork

Game Development Club Director

May 2021 – October 2022

UCD Game Development and Arts Club

Davis, CA

- Led weekly workshops, presentations, game jams & industry guest speaker events for a game development club with 40+ active members & a 300+ member Discord community
- Mentored club members in programming & career development through resume & personal website reviews

Full-Stack Web Development Intern

August 2021 – December 2022

ASUCD Pantry

Davis, CA

- Collaborated on a full-stack web application enabling 100+ students to reserve food for pickup, with automated order confirmations, cancellation emails & pickup reminders
 - Implemented backend services & responsive UI from project specifications using Django, HTML & CSS
 - Contributed to supporting students facing food insecurity
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GUEST SPEAKING

“Alexa, Astro & Nova Sonic, Oh My!”

[Recording](#)

Content: tuning/benchmarking of Amazon’s conversational AI systems

[Article Summary](#)

- Delivered an interactive presentation to 30+ high school students with hands-on experience with Alexa

“Thinking Outside the Box”

Content: using limitations as creative inspiration to build games

[Slides Document](#)

- Presented to 40+ student game developers as one of several invited guest speakers at UC Davis