

KELLEN HERATY

kellenhe@hotmail.com

[GitHub](#)

[LinkedIn](#)

[kaileh.dev](#)

Seattle, WA

SUMMARY

High school AI engineer and technical leader with experience building and deploying production AI systems serving hundreds of users. Co-founder and CTO of Sculptor AI, developing open-source AI platforms and custom models. Proven track record in full-stack development, machine learning, and game development with expertise across multiple programming languages and frameworks.

EXPERIENCE

CTO & Co-Founder

Sculptor AI

Jan 2023 - Present

Seattle, WA

- Leading technical development for open-source AI company with team of 8 high school students
- Architecting Ursa language model, a distilled version of Qwen2.5 7B optimized for performance and efficiency
- Developing Constellation platform, providing unified interface for multiple AI providers including OpenAI, Anthropic, and Google
- Implementing advanced features including file uploads, multi-shot translation, and custom model fine-tuning
- Open-sourcing model weights and contributing to democratization of AI technology

Technology Intern

Lakeside School

Jun 2023 - Present

Seattle, WA

- Led development and deployment of Project Andromeda, school-wide AI platform serving hundreds of students
- Architected multi-provider AI access system supporting ChatGPT 4o, Claude 4 Sonnet, Gemini 2.5, and 15+ other models
- Developed custom AI models via prompt engineering and fine-tuning for specialized tasks including tutoring and code evaluation
- Spearheaded security initiatives and conducted code reviews to ensure platform stability and data privacy
- Managed hardware infrastructure upgrades and network optimization across entire school fleet

Software Engineering Intern

Microsoft

Jun 2024 - Oct 2024

Remote

- Developed migration tool for Microsoft Entra Private Access using Microsoft Graph API and Net-skope API
- Built intuitive web interface using Fluent UI and React, improving user experience for enterprise customers
- Created comprehensive documentation and demonstration materials for platform rollout
- Collaborated with GSA (Global Secure Access) team on full-stack development initiatives

Co-Founder
Xenon Hosting

Sep 2022 - Sep 2024
Seattle, WA

- Co-founded gaming server hosting service providing affordable access to gaming infrastructure for students
- Managed technical operations and customer relationships until closure due to hosting space constraints

KEY PROJECTS

Wheatley Voice Assistant
AI-Powered Voice Interface

2024

- Developed voice-based AI assistant leveraging Gemini and Claude with custom tool integration
- Implemented real-time internet access, stock data, weather APIs, and music playback functionality
- Built on-device speech-to-text and text-to-speech capabilities with constant hotword detection
- Currently developing custom Raspberry Pi hardware enclosure for standalone deployment

Graftmancer
Award-Winning Game Development

2024

- Collaborated with team of 5 developers and artists for Pirate Software Game Jam 15
- Achieved perfect 5/5 score in Style and 4/5 in both Playability and Cleverness categories
- Developed using Godot 4 engine with 14-day development timeline constraint

Arcade Multiplayer Racing
Advanced Game Engine Development

2024

- Built multiplayer racing game with internet connectivity via UPNP using Godot 4.2
- Implemented sophisticated vehicle physics simulation and multiplayer lag compensation
- Integrated VR support including hand tracking on virtual steering wheel interface
- Open-sourced project contributing to Hack Club's summer arcade program

Sculptor Platform Suite
Multi-Application AI Platform

2024-2025

- Sculptor Chat: Unified interface supporting multiple AI models with user authentication and file uploads
- Sculptor Translate: Gemini-powered translation tool supporting 6 languages with automatic detection
- Implemented "deep translate" mode with multi-shot translation for enhanced accuracy
- Leveraged free-tier APIs to provide zero-cost access to users and developers

EDUCATION

Lakeside School
High School Diploma (Expected 2026)
GPA: 3.98/4.0 — Honors Track

Sep 2018 - Present
Seattle, WA

Current Coursework: Honors Multivariable Calculus & Linear Algebra, Advanced CS: Software Engineering I & II

Completed: Advanced CS: Applications of Data Structures, Cybersecurity, Honors BC Calculus

TECHNICAL SKILLS

Programming Languages: Python, JavaScript (Node.js), React, C++, C#, GDScript

AI/ML Frameworks: TensorFlow, PyTorch, Hugging Face Transformers, OpenAI API, Anthropic Claude API, Gemini API

Development Tools: Godot Engine, Git, Docker, REST APIs, WebSockets

Cloud Platforms: AWS, Google Cloud Platform, Microsoft Azure

Databases: PostgreSQL, MongoDB, SQLite

Specializations: Machine Learning, Game Development, XR Technology, Full-Stack Development, DevOps

ACHIEVEMENTS

Game Development: Perfect Style Score (5/5) at Pirate Software Game Jam 15 for Graftmancer

Open Source: Published Ursa Minor model weights on Hugging Face for community adoption with 1000+ downloads per month

Platform Impact: Successfully deployed AI platform serving hundreds of daily active users

Technical Leadership: Led cross-functional teams in multiple high-impact software projects

Academic Excellence: Maintained 3.98 GPA while pursuing advanced mathematics and computer science alongside varsity athletics