Steven Rico

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SUMMARY

AI Engineer (Agentic Architecture & MLOps) and seasoned Machine Learning Engineer with a solid QA foundation and full-stack deployment experience. Specialized in designing multi-agent AI workflows, fine-tuning LLMs and RAG pipelines for real-time applications, and building automated MLOps workflows that streamline model deployment and reduce inference latency. Proven track record in Go/Cucumber BDD, A/B testing AI suites, and end-to-end delivery of scalable, production-ready solutions. Passionate about advancing AI technology to enhance user experiences and make innovative tools broadly accessible.

EXPERIENCE

Contracted AI Engineer (Agentic Architecture & MLOps)

Ted Brown XR LLC   **June 2025 – Present, California, CA**

· Architected and shipped a multi-agent LLM orchestration framework coordinating OpenAI and Anthropic APIs across 6-stage execution pipelines with checkpoint recovery and reproducibility controls.
· Built automated task decomposition and evaluation systems that transform high-level feature requests into domain-specific implementation plans with structured validation gates.
· Designed stateful pipeline infrastructure with session management, prerequisite enforcement, and incremental checkpointing to enable fault-tolerant AI workflow execution.
· Developed end-to-end code generation pipelines producing production-ready Godot 4 game assets (GDScript, scenes, resources) from natural language specifications.
· Engineered domain-specific agent modules targeting Godot subsystems (game state, input handling, and scene management) with templated output validation.

Machine Learning Engineer/Data Engineer

DEEL US, LLC   **June 2024 – March 2025, Remote**

· Fine-tuned LLMs and multimodal models (text-to-image/speech) using LoRA and Flux AI, improving accuracy by 40% and reducing latency by 30%.
· Built automated data pipelines to process and curate multimodal datasets, cutting manual prep by 70% and boosting training throughput.
· Implemented vector stores and integrated OpenAI Assistants using the Agent API, enabling intelligent, context-aware user interactions through Retrieval-Augmented Generation (RAG).
· Collaborated with cross-functional teams to align ML outputs with product goals, increasing AI feature engagement by 25%.
· Participated in Agile teams distributed across South Korea, Puerto Rico, and Canada, contributing to sprint planning and feature releases.

Machine Learning Engineer / Data Engineer

Ted Brown XR LLC   **August 2023 - March 2024, California, CA**

· Developed **ChatGPT-based automation tools** for game rule processing, increasing processing efficiency by **60%**.
· Designed scalable **data pipelines**, improving NLP model accuracy by **45%**.
· Implemented **real-time model fine-tuning**, reducing data preprocessing time by **30%**.

EDUCATION

Bachelor of Computer Science

California State University Fullerton · California, CA

CERTIFICATIONS

Python Essentials for MLOps

Coursera · 2025

· Completed *Python Essentials for MLOps* certification, gaining hands-on experience with testable Python code, API integration, command-line tool development, and Pytest-based automation to support scalable ML workflows and backend systems.

SKILLS

· **AI Engineering:** LLMs, RAG, Vector Stores, OpenAI Agent API, Text-to-Image, Text-to-Speech, LoRA, Multimodal AI
· **Programming:** Python, TypeScript, Go, JavaScript, React, Node.js, Swift, REST APIs, PostgreSQL, Pandas, NumPy
· **MLOps & Infrastructure:** AWS (EC2, S3), SageMaker, Bedrock, CI/CD (GitHub Actions, YAML), GPU Training, DevOps
· **AI Tools & Platforms:** Cursor, GitHub Copilot, Hugging Face, Flux AI, Figma
· **Collaboration:** Agile, Product-Minded Development, QA Collaboration, Global Team Coordination