

Spencer Kitts

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EDUCATION

University of Maryland

College Park, MD

Bachelor of Science in Computer Science and Math - GPA: 3.95

May 2026

Graduate Coursework: Abstract Algebra (MATH 600), Real Analysis (MATH 630)

ACES Honors College

EXPERIENCE

SPAR Research Fellow

Feb 2025 – Present

Supervised Program for Alignment

College Park, MD

- Studying safety-relevant properties of **LLM introspection** in collaboration w/ researchers from **LawZero**
- Working with Tim Hua to make conceptual and empirical progress on **value drift** in AI

SDE Intern

June 2025 – August 2025

Amazon - AWS FinTech

Seattle, WA

- Launched product to manage pricing across AWS services, facilitating over **\$11 billion** of transactions
- Increased internal users by **25x**, removing overhead by allowing finance teams to perform service cost overrides
- Used Java, React, TypeScript, Python, and AWS services to handle concurrency and data pipelines

CNO Dev Intern

June 2024 – August 2024

ManTech

Herndon, VA

- Integrated LLMs for code generation, fuzzing, and cybersecurity inside of a secure airgapped environment
- Used vLLM, Docker, and Python in order to host LLMs on internal server and integrate inside dev workflows

ML Research Intern

June 2021 – August 2023

Mt. Sinai School of Medicine

New York, NY

- Developed novel approach for object detection of breast cancer lesions in mammograms w/ Mt. Sinai
- Used teacher student learning and pseudo-labelling techniques to train an object detector without ROI annotations
- Achieved **state of the art** results on Mt. Sinai's mammography dataset, significantly increasing AUC and mIOU

PROJECTS

Arctic | *C++, SFML, CMake*

October 2018 – Present

- Rewrote Club Penguin, a multiplayer children's game valued at hundreds of millions of dollars
- Wrote all code from scratch using low-level C++ graphics library SFML (Simple and Fast Multimedia Library)
- Implemented multithreading in order to speed up asset loading for adjacent rooms using multiple CPU cores
- Created game server to handle multiplayer functionality; tested and implemented both UDP and TCP protocols to handle server and client-side packets

KeyCatchAI | *Flutter, Dart, Flask, Python, PyTorch*

May 2024

- Developed deep learning app for hackers to **analyze recordings of keystrokes to recover typed data**
- Created Flutter to build an app for Android and iOS, including features like a stealthy recording mode
- Built backend server with Flask in Python and trained a deep learning model on keystroke data with PyTorch
- Won **Best Digital Forensics Related Hack** sponsored by Cipher Tech Solutions at Bitcamp Hackathon

Satellite Analysis Dashboard | Amazon - Project Kuiper

September 2024 – January 2025

- Worked with Amazon's Project Kuiper to build an analysis platform to characterizing activities of satellites
- Led team in training models to detect satellite anomalies and perform time series segmentation using PyTorch
- Created ML pipeline backend to handle quick inference in live setting using Docker and Redis

HONORS

USACO | *Silver Medalist*

December 2020

HackTheBox | *Top 500 on Site*

December 2022