

Chris Stevenson

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Summary

Software engineer specializing in backend systems and AI-driven applications. Experienced designing and deploying production LLM pipelines, retrieval systems, and distributed services with a focus on reliability, scalability, and structured data workflows.

Skills

Languages – Python, TypeScript, SQL

Frameworks – Django, React, Next.js

AI/Data – Pydantic, RAG systems, Data Modeling, ETL

Infrastructure – Docker, Celery, Redis, RabbitMQ, Nix

Experience

Software Engineer (AI/Data Systems) — Velvet Financial Services 2021–2026

- Designed and deployed LLM-powered extraction systems for venture capital data room documents, transforming unstructured PDFs and business documents into structured, validated data.
- Architected retrieval-augmented generation (RAG) workflows for document search, dynamic context assembly, and grounded AI responses across large document corpora.
- Defined document processing patterns for ingestion, parsing, normalization, chunking, and metadata enrichment to improve retrieval quality and downstream data consistency.
- Built ingestion and transformation pipelines for third-party company, funding, team, and firmographic datasets, standardizing raw inputs for production AI and analytics systems.
- Modeled and validated structured datasets with SQLAlchemy and Pydantic, implementing data quality controls and schema-level guardrails for reliable downstream consumption.
- Introduced structured-output validation and LLM guardrails, reducing downstream parsing failures by 50%.
- Implemented distributed AI workflow orchestration with RabbitMQ and Celery, reducing document-processing latency by 30%.

Guitar Instructor and Show Director — School of Rock Sandy 2010–2022

- Taught guitar and directed student performances, organizing rehearsals, setlists, and live shows while developing lesson plans and managing student/parent communication.

Projects

Magic Dataroom — LLM-Driven Data Visualization System

- Developed an end-to-end system converting natural language queries into structured data visualizations using an LLM-backed pipeline
- Designed data transformation layer to convert model outputs into validated, chart-ready formats
- Built reusable React + visx components for rendering dynamic, data-driven charts
- Implemented schema validation, retry logic, and controlled code execution to ensure reliability of generated outputs

Juniper — Deckbuilder Roguelike

- Designed card-based game system inspired by gin rummy mechanics.
- Implemented game loop, scoring system, and card engine.

Education

University of Utah BS Data Science — 2023