Jayce Walzer

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Education

Georgia Institute of Technology Atlanta, GA
Bachelor of Science in Computer Science, Specialization in Artificial Intelligence *GPA: 3.61/4.0* *Dec 2026*

Experience

soal | *Research Scientist* Oct 2026 – Present
- Designing a QD-search + neural network model to expand users' artistic taste; developing art-specific data collection (odd-one-out triplets, free association, color-emotion mapping) with neuroaesthetics researchers

SilverKey | *Founder & CEO* Apr 2025 – Aug 2026
- Led a 9-person team; owned hiring, sprints, and architecture; shipped React web and React Native apps integrating eXp Realty, DocuSign, ATTOM, and Plaid
- Architected property ranking combining semantic embeddings and LLM compatibility scores; learned per-user blending weights from interaction data via regularized logistic regression
- Built an LLM contract-extraction pipeline feeding a per-state compliance engine (e.g., FEMA flood zones)

HomeReels | *Founding Engineer* Oct 2024 – May 2025
- Shipped a hybrid PyTorch recommender (collaborative filtering + content embeddings for cold-start listings)
- Closed $1M raise as one of four founding team members

Georgia Tech Research Institute | *Researcher* Aug 2024 – Jan 2025
- Trained a 5.6M-parameter AlphaZero-style chess agent (TensorFlow) with supervised tactics, MCTS, and self-play
- Implemented feature-diverse search, evaluated across 200 held-out positions with bootstrap confidence intervals

OM-Analyzer | *CTO* May 2024 – Jul 2024
- Built a commercial real estate platform (Python, Flask) with OCR parsing, Stripe, and Docker on AWS

Projects

RSI-RL | *RL environments, Harbor, Docker* Nov 2026
- Self-improving RL env factory: mines AI coding-tool failures, verifies them against papers, builds Harbor tasks
- 7-stage test gate (oracle, no-op, mutation, shortcut) and auto-calibration to a 15–35% frontier pass rate

Talisman | *Multi-agent RL, C++, PyTorch* Oct 2026 – Present
- Researching how bughouse AI teammates should split compute between thinking, talking, and moving
- Extending Hivemind with wait and partner-communication actions; training on GT's PACE cluster

Kokopelli | *Embodied AI, world models, LoRA* Nov 2026 – Present
- Long-horizon embodied evals: open-weight LLM agents live in a world-model sim with felt cues and memory
- 5-arm study on whether lived experience + LoRA shifts a model differently than being told the same facts

Kusama | *RL environment, VLMs, Playwright* Aug 2026 – Oct 2026
- RL environment for artistic judgment: LLM agents paint in a deterministic, replayable p5.brush medium
- CLIP-embedded 20K museum works for novelty scoring; Qwen3-VL critic + FLUX LoRA; ATDC compute grant

Technical Skills

ML / AI: PyTorch, RL, MCTS, RL environments & evals, quality-diversity search, LLM/VLM pipelines, LoRA, CLIP
Engineering: Python, C++, TypeScript, React, PostgreSQL, AWS, Docker, Slurm/HPC, Claude Code, Codex, Cursor

Honors & Involvement

Awards: CreateX Launch, GT PACESHIP compute grant (∼2K GPU-hrs), Top 250 Ultrabullet Chess, Junior Olympian
Involvement: K-12 chess instructor (3 yrs), writer for The Technique, Water Polo, Chess Club