

Mitansh Mittal

Triple major in Finance (BS), Computer Science (BA) and Economics (BA) at Santa Clara University, Leavey School of Business, Class of 2029. Builds multi-model AI systems, fintech infrastructure and market simulations.

hello@mitanshm.com · github.com/mit37 · Santa Clara, CA – open to relocating

EDUCATION

Santa Clara University, Leavey School of Business

Class of 2029

Triple major: Finance (BS) · Computer Science (BA) · Economics (BA)

EXPERIENCE

- Independent research

— BEMA: stress-testing a “can’t-hallucinate” decision model

2026-09 – present

An open, MIT-licensed reproduction of a typed-decision model design, built to test the claim that a model with no free text to generate can’t hallucinate. I specified the experiments and directed Claude Code agents through the build and write-up.
- Pitched Redl to investors

— Redl, my local-first AI workbench

2026-07

Pitched Redl to investors in San Francisco (Jul 2026).
- Intern, team build with Fluxxion88

— Loop Engineering Hackathon, AWS Builder Loft

2026-07

Competed on a team with my collaborator (Fluxxion88). We built Intern, which trains an agent like a new hire: from one hand-made example, an LLM loop writes, runs, scores and repairs a script until it matches, then hands back a script with no model inside.
- Warrant + Forge, two-person team with Fluxxion88

— Estate-settlement AI hackathon

2026-07

Built Warrant + Forge with my collaborator (Fluxxion88) over two days, with Warrant forked from Concord’s verifier, ingestion and provider layers: an estate-settlement engine where no fact reaches the ledger without a verbatim quote verified in its source document. It didn’t place, but I opened the AccountWard repo the day after.
- Software Engineering Intern

— early-stage fintech startup (stealth)

2026-06 – 2026-09

Worked across the stack on data workflows and user-facing features, directly with the founders on architecture and product decisions.
- NEXUS, solo entry, Wargaming track

— SCSP AI+ Expo Hackathon (Phase 1, San Francisco)

2026-04

Entered the Wargaming track solo with NEXUS, an AI wargame adjudication engine for supply-chain resilience analysis, and demoed it live to the track’s national-security judging panel, who probed the simulation logic and the AI adversary.
- Riptide: live AirSim drone mode and volunteer Android app

— Hack for Humanity 2026, Santa Clara University

2026-02 – 2026-03

My team built Riptide, a platform for coordinating ocean-pollution cleanup. I architected and directed an AI coding agent through a live Microsoft AirSim mode behind its drone console, and through a volunteer companion app for Android on the final morning.
- SlugBites: 2 awards

— CruzHacks 2026, UC Santa Cruz

2026-01

Our team’s SlugBites won two single-winner category awards: Most Ambitious Project and MLH Best Use of Solana. It’s drone-delivery ordering for UC Santa Cruz dining halls, built on live-scraped menus, with a Python flight layer written for Microsoft AirSim.
- AeroBites: drone food delivery, v1

— AWS x INRIX Hack 2025, SCU ACM

2025-10

Built AeroBites on a five-person team: a React ordering app for campus drone delivery, with an AWS serverless back end written as infrastructure-as-code (Lambda, DynamoDB, S3 and a Bedrock function). I was the top committer, including every commit that changed code.
- Vice Branch & Fundraising Lead

— DevFinTech

2024-05

Ran fundraising and corporate-partnership outreach for financial-literacy programs.

SELECTED PROJECTS

- AccountWard

mitanshm.com/work/accountward

Turns a conservator’s bank statements into a balanced draft California court accounting, reconciled to the penny.
- Redl

mitanshm.com/work/redl

A local-first AI workbench: model store, chat, a gated coding agent and a multi-agent Council in one Tauri app.
- The Council

mitanshm.com/work/the-council

Agents do the work, other models check it. Built nine ways, then measured, with the negative results reported.
- BEMA

mitanshm.com/work/bema

Stress-tested a “can’t-hallucinate” model design: 2 typos cut accuracy 82% → 51%, confidence only 0.79 → 0.61.
- EXIT LIQUIDITY

mitanshm.com/work/exit-liquidity

An incremental game about running pump-and-dumps, on a deterministic order-book sim that counts every victim.

SKILLS

- Languages TypeScript · Python · Rust · GDScript · JavaScript · Kotlin
- Stacks Next.js · React · Tauri · Godot 4 · Expo / React Native · Postgres
- AI systems Multi-agent orchestration · Model calibration · Directing Claude Code agents at scale