

Kevin Godoy

Developer, BSc. Comp Sci.

Computer Scientist with experience in AI model training, dataset engineering refining model outputs, building high-quality training and LLM evaluations, generation of multimodal datasets, agentic AI, code generation and software development of different areas of software, computing, mobile app, video games, websites and native solutions across multiple platforms, exceeding 70.000 downloads in different platforms.

Contact

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Languages: English, Spanish.

Location: Davenport, Florida.

Portfolio

kevingodoy.com/portfolio/

Honors

-**Cum laude Honors**, BSc. Computer Science, First of Class of 2017.

-**Microsoft Imagine Hello Cloud Challenge Competition Winner**: World wide Online Cloud computing challenge competition. February 2017.

- **JEL Full Tuition Scholarships**: College scholarship for honor High School Students at State level. May 2013.

Education

- **B. Sc. Computer Science**, 2013-2017. URBE University.

- **HS Technical Degree in Business Administration**, 2012, Marist Brothers Schools.

Senior Dataset Reviewer (Contract) - April 2025 – Current

Created, curated, evaluated, and refined multimodal training datasets for next-generation LLMs. Performed Accuracy, Consistency, Quality, and AI-ness evaluations for Image, PDF and browsing datasets (grounding). Worked on code-generation, agentic reasoning, model output analysis, failure modes, and structured corrective feedback. Trained models on software interaction/tool-use workflows and participated in SFT, RLHF, and senior HLRF rounds, providing requirements feedback and contributor quality. Generate python (Pygame, Tkinter), and Javascript (Next, Three, P5, PIXI, Matter) datasets for visual training and guide model aesthetic behavior.

Software Developer - Galactic Interiors L.L.C.

April 2022 - April 2024

Developed company e-commerce platforms, made 3D experiences using Babylon.JS and Three.js for rendering, Web speech API for voice commands, OpenAI's ChatGPT 3.5 API for real time intelligence user queries, WIX CMS hosting and a Print on Demand system based on inventory using Javascript and PHP.

Console & Mobile Game Developer - (Independent)

April 2017 to April 2022

Planned, developed and released video games for the Xbox One console under the Xbox Live Creators program, using Xbox Live API, UWP and Unity 3D, achieving 70.000+ downloads, also made PC and mobile targeted games, prototypes using Unreal Engine 5.

Frontend Developer - NETSISCO C.A.

January 2017 to April 2017

Developed self hosted sites for Canadian real state & food industry clients, using HTML5, JavaScript, CSS3, bootstrap, Laravel, WooCommerce and 3dcart for e-commerce, alongside cloud solutions using Azure Sites, AWS route 53/S3 for hosting and Trello, Bitbucket as Git repositories and agile solutions.

Android, Windows 8 App Developer - (Freelance)

January 2016 to December 2016

Developed Android and Windows applications using Android Studio, Firebase, UWP, and Visual Studio.

Built Python/C++ utilities for QR processing, I/O, sensors, camera control, and automation, alongside PHP, SQLite, MySQL, and WordPress integration solutions for multimedia needs.