

# Cristián Colón-Aponte

ccolon@mit.edu | Boston, MA | (787) 406-4554 | linkedin.com/in/ccolon | [cristiancolon.dev](https://cristiancolon.dev)

## EDUCATION

### Massachusetts Institute of Technology (MIT)

GPA: 4.7/5.0 | B.S. in Computer Science and Engineering

Cambridge, MA

Aug. 2022 – June 2026

Relevant coursework: Design and Analysis of Algorithms, Calculus I & II, Linear Algebra, Discrete Math, Probability and Statistics, Programming in C and Assembly, Computation Structures, Computer Systems Engineering, Software Construction, Machine Learning

## SKILLS AND INTERESTS

- **Skills:** Spanish (native), Python, JavaScript, C++, C#, C, RISC-V Assembly, SQL, Three.js, Redis, React, Node.js, TensorFlow, Pytorch, Numpy, Pandas, scikit-learn, Stable Baselines3, Vertex AI, Metasploit, Qt Framework, Streamlit, 3D Graphics, OpenGL, Unity, Docker, VirtualBox, Computational Geometry

## EXPERIENCE

### MIT Computer Science and Artificial Intelligence Laboratory (CSAIL)

Cambridge, MA

ALFA Group Undergraduate Researcher

Aug 2024 – present

- Leveraged LLMs and AI planning to analyze network weaknesses and identify realistic exploit chains, discovering and executing 15+ chains in containerized simulated systems
- Increased successful exploit chain generation by over 85% by refining stochastic algorithms used to sample and combine exploits
- Presented project at [2025 MIT AI Hardware Symposium](#) and published paper on [ArXiv](#)

### Formlabs

Somerville, MA

Software Engineering Intern - PreForm 3D Print Preparation Software

June 2025 – Aug 2025

- Designed, developed, and shipped CAD feature to auto-embed multiple models into frame, cutting post-processing time by ~60%
- Implemented C++ grouping algorithms that process 300+ parts in under 3s and QML UI controls, driving 45% beta adoption
- Added telemetry with SQL dashboards and led 23 PRs plus 12 code reviews to maintain a 99% CI pass rate and accelerate releases

### Formlabs

Somerville, MA

Software Engineering Intern - PreForm 3D Print Preparation Software

June 2024 – Aug 2024

- Implemented CAD-like features like model labeling for 3D in C++ and QML for ~300,000 users, enabling embossing/engraving of text with surface-aware clamping and manipulators
- Devised efficient validation algorithms and benchmarking methods to improve label readability on complex geometries by 55%
- Conceived and built prototype for model measuring tool using ray casting algorithms to enable part evaluation with 0.1 mm accuracy

### MIT Media Laboratory

Cambridge, MA

Responsive Environments Undergraduate Researcher

Jan 2024 – May 2024

- Created VR application in Unity with C# that enables real-time haptic and visual feedback between users and electronic textiles
- Developed textile and VR communication pipelines using UDP and socket programming in Python with ~10ms round-trip latencies
- Co-authored paper on dual-reality experiences through sensor-based networks in SIGGRAPH Asia 2024 ([ACM Digital Library](#))

## LEADERSHIP AND ACTIVITIES

### Machine Learning (6.C01)

Cambridge, MA

Course Staff Assistant

Feb 2025 - May 2025

- Graded 150+ weekly assignments and exams on topics including MLPs, backpropagation, generative models, and RL
- Provided in-depth assistance and clarification during office hours, enabling students to excel on exams and project deliverables

## PROJECT WORK

### GPU Particle Simulation Engine

Boston, MA

Independent Project

Aug. 2025

- Built a real-time particle engine in C++ and OpenGL, leveraging GLSL compute shaders to model emergent, life-like patterns
- Optimized GPU parallelism and memory to render thousands of interacting agents with high frame rates and smooth visualization
- Designed modular, extensible architecture and detailed documentation to support future physics models and rendering features

### Poker Bot

Cambridge, MA

MIT Pokerbots Competition Class

Jan. 2025

- Applied game theory, probability, and algorithm design to poker strategy using NumPy, Pandas, and scikit-learn
- Developed counterfactual regret minimization poker bot using PyTorch in an adversarial reinforcement learning environment
- Achieved top 10% finish among 300+ competitors in the final tournament

## HONORS

- **Awards:** Presidential Scholar Nominee, AP Scholar with Honors, AP International Diploma, Hispanic Recognition Program