

ALSTON DREW DEVERO-BELFON

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PROFESSIONAL SUMMARY

Front-End Engineer and MS in Computer Science graduate (3.875 GPA) specializing in interactive 3D web applications, real-time rendering, Palantir Foundry (Ontology Development, Pipeline Builder & Transforms, and Workshop), and AI-assisted development. Expert in React (React 19), React Three Fiber / Three.js, TypeScript, and state management with a proven history of front-end performance optimization for low-end hardware. Experienced in directing AI coding agents (Claude) using multi-worktree patterns to build accessible, high-performance web experiences.

TECHNICAL SKILLS

3D & Front-End: React Three Fiber (R3F), Three.js, WebGL, React (React 19), TypeScript, JavaScript, Vite.

Performance & Optimization: Browser Rendering Optimization, GPU/CPU Memory Management, Frame Rate Tuning, Asset Compression.

AI Tooling & Workflow: AI Coding Agents (Claude Code / Claude Opus 4.7), MCP Servers, Multi-Worktree Environments, Git/GitHub.

Accessibility & UI/UX: Web Accessibility (WCAG, ARIA, Keyboard Navigation, Screen Readers), Interactive Visualization, Responsive Design.

PROFESSIONAL EXPERIENCE

AI Model Validation Fellow | *Handshake* | 2025 – Present

- Direct AI coding agents and evaluate graduate-level computer science domain prompts to validate LLM code generation and reasoning accuracy.
- Construct high-fidelity datasets to evaluate multi-modal computer vision and web-rendering capabilities across multi-agent environments.

Science Research Assistant | *Research Foundation of CUNY* | 2024 – Present

- Engineer real-time depth estimation systems and front-end visualization tools by aligning multi-perspective sensor streams with camera tracking data.

Forward Deployed / Product Engineer | *Shared_Studios* | 2023 – 2024

- Built integrated hardware/software 'Portals', deploying real-time front-end interfaces, sensor triggers, and low-latency interactive workflows.

Data / Business Analyst | *Bedford Stuyvesant Restoration Corp.* | 2020 – 2021

- Wrote custom data automation scripts in Tesseract, reducing manual data retrieval time by 40% while maintaining executive dashboard integrity.

INTERACTIVE 3D & AI-ASSISTED ENGINEERING PROJECTS

Brand Journey (L'Oréal x Blackstone Innovation Sprint 1st Place Winner) | 2024

- Architected a 3D browser-based interactive platform using React, Three.js, dynamic image generation, ElevenLabs TTS, and an OpenAI LLM interface.
- Conducted rigorous front-end performance optimization and GPU asset budgeting to maintain smooth frame rates during interactive 3D simulations.

Meld (AR Drawing & Social Web Application) | 2026

- Built an interactive canvas application using Google ML Kit on-device face AI, real-time image processing, and responsive front-end state architecture.
- Utilized Claude Code (Claude Opus 4.7) as an agent-driven coding assistant within a multi-worktree environment via Model Context Protocol (MCP) servers.

Tri-Sense (Blackstone LaunchPad IDEAS Competition Awardee)

- Engineered an accessible full-stack web application leveraging TensorFlow.js to track 21 hand-keypoints in real-time, enforcing ARIA standards, keyboard navigation, and screen reader compatibility for accessibility compliance.

EDUCATION & HONORS

Master of Science: Computer Science (Information Systems) | Brooklyn College | 3.875 GPA | Sept 2025

Software Engineering (Valedictorian) | Per Scholas | 2021

- Completed an intensive 450-hour hands-on technical residency focused on software architecture, algorithms, and front-end development.