

Ashish Behal

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EDUCATION

University at Buffalo, State University of New York

Master of Science, Engineering Sciences: Artificial Intelligence
Bachelor of Science, Computer Science

Expected Graduation December 2027
Graduated May 2026

- GPA: 3.60 out of 4.00

University of Rochester

Bachelor of Science, Neuroscience

Graduated December 2022

- Minors in both Economics and Arabic

SKILLS

- Programming Languages: Python, Java
- Additional technologies: PyTorch, SQL, NumPy, Pandas, OpenCV, scikit-learn, Docker, Git, React, Figma
- Eagle Scout (Highest rank earned in Boy Scouts of America)

EXPERIENCE

M&T Bank

Buffalo, New York

Software Engineer Intern

June 2026 - August 2026

- Built a Python-based recon framework of 50+ automated checks to validate the integrity of 8,500+ data quality rules as part of Enterprise Data & AI, cutting outstanding rule exceptions by 96% (41,000 to 1,500).
- Reconciled live stakeholder data across multiple internal source systems to power EDQEM - an application for the Data Quality (DQ) team to manage data quality rule exceptions and automate email communication with proper stakeholders.
- Engineered a modular, extensible validation framework - enabling new data quality checks and data sources to be added with a single function and one-line integration - to streamline data pipeline maintenance and support scaling.

M&T Bank

Buffalo, New York

Software Engineer Intern

June 2025 - August 2025

- Designed and built an internal full-stack NLP-powered Record Mapping Tool web application for the Digital Data Records Retention (DDRR) team, achieving ~80% accuracy in mapping records to the enterprise retention schedule.
- Developed two similarity engines using TF-IDF and ConceptNet Numberbatch for record classification through user queries, reducing manual research for DDRR and streamlining application onboarding for data owners and stakeholders.
- Demonstrated end-to-end technical ownership with data preprocessing, NLP implementation, full-stack web application development, technical documentation, and internal stakeholder presentations.

PROJECTS

LaTeX Snip Chrome Extension

- Built a Chrome extension enabling students, researchers, and engineers to drag-select any on-screen math and instantly convert to LaTeX via cloud vision APIs. Features a live KaTeX preview and one-click clipboard copy ready for papers, notes, LLM prompts, etc.
- Designed a fully client-side, bring-your-own-API-key architecture - eliminating backend infrastructure while giving users direct control over cost and data privacy.

UB CSE Student Helper - 2nd Place at IBM Agentic AI Hackathon

- Built a multi-agent RAG system utilizing IBM Watsonx.ai to answer UB CSE Student queries on coursework, degree completion, faculty research and contact information, at a personalized level.
- Architected a multi-agent workflow to divide queries among agents specializing in individual degree planning, course details, and faculty info.
- Designed a RAG pipeline grounding LLM responses in university-specific data sources to limit hallucination and ensure relevant answers for students.

Learning Chess Without Rules: Discrete Diffusion for Chess Position Generation

- Trained a Discrete Denoising Diffusion Probabilistic Model (D3PM) on 500,000 chess puzzle positions with no explicit rule-based supervision, achieving 69.5% valid position generation versus a 16.3% random baseline. Applied diffusion techniques to a structured, discrete domain - extending diffusion modeling beyond typical image/continuous applications.
- Evaluated generated positions against training-distribution pawn structure metrics, demonstrating the model learned positional patterns purely from data rather than hard-coded chess rules.