Grant Harris

MS, Health Care Informatics
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I build and test AI tools, mostly on open-weight models running on my own hardware. Seven years as an emergency department technician and three as a QA analyst at Riot Games taught me to care about two things in any AI system: what it actually does, and how we know.

EDUCATION

Master of Science, Health Care Informatics, University of San Diego 2025 – Jan 2027
Machine learning in healthcare, database management, healthcare and population health analytics, biostatistics, systems analysis and design, electronic health records. Capstone: Opt-In-Time. EMT certification, 2019.

SELECTED PROJECTS

ds4Xtend Public, GPL-3.0 · 2026
Chat and agent frontend for DeepSeek V4 Flash running locally: reasoning traces, live GPU telemetry, context-window management, a sandboxed agent mode with 14 tools, tests and a reasoning-mode benchmark. Python, JavaScript, Bash.

ElderCore 2026
A 1-billion-parameter model on llama.cpp routes tasks to specialist prompt bundles. On a frozen 24-task suite, it beat the same model alone on GPU (71% vs 67%, 4.2× faster, 5.6× fewer tokens) and lost on CPU-only hardware (58% vs 71%); the write-up reports both.

Scene Signal 2026
Fine-tuned text model rating games on 27 emotional ingredients. 5-fold cross-validation showed it barely beat predicting the average and that hand labels didn't predict reviews. The ingredients now underpin StoryGen and Lifestone's AI-guided design.

DHealth In daily use · 2026
Home check-in system for discovering health trends, in my family first, then for anybody, anywhere: Kotlin kiosk app, FastAPI and SQLite server, React dashboard. Records missed check-ins on purpose, because bad days go unlogged.

Chronic kidney disease classifier and leakage audit University of San Diego · 2026
Classified CKD stages from routine lab values in scikit-learn. Traced a perfect 100% score to target leakage, removed the leaking variable, and reported a realistic 86.8%.

Opt-In-Time Capstone design proposal · 2026
EHR alert with three if/then rules for children who may qualify for the newly approved OTOF gene therapy before a cochlear implant closes that option for the ear. Review of 10 sources, requirement tests, evaluation plan and FMEA.

HermesGame agent team 2026
Cron-scheduled agents on local models: over 300 commits in ten days, and a fine-tuning dataset built from their failures.

Lifestone lifestone.io · 2026
Three.js engine and SpacetimeDB server built by parallel AI agents; each new check must fail once before it's trusted.

Also: UIXtend (released screen magnifier, C#), AIWar (Rust server, ML training gym), OmniQuest (hand-written Godot roguelike).

EXPERIENCE

Emergency Department Technician (part-time), Providence St. John's Health Center Oct 2019 – present
- Run 12-lead EKGs, flag ST-elevation heart attacks to the physician, and prepare those patients for the cath lab; help recognize stroke symptoms in the first minutes.
- Perform CPR and apply splints; keep scared, hurting and angry patients feeling safe and heard; chart daily in Epic and Muse.

Quality Analyst, Riot Games Dec 2013 – Nov 2016
- Led quality assurance for six products serving 70 million players, making evidence-based release calls.
- Wrote automated test scripts and tracked defects in Jira; co-founded a QA community of practice; taught Git and Perforce.

Earlier: Windows Server and Linux administration, 2012–2013. Marketing consulting with Power BI reporting and SEO.

SKILLS

AI	Open-weight LLMs (llama.cpp, LM Studio, Ollama), AI agents, prompt engineering, model evaluation, scikit-learn
Engineering	Python, Bash, PowerShell, JavaScript, SQL, SQLite, Linux, Docker, Git
Data and quality	pandas, MySQL, Power BI, Tableau, Excel, biostatistics, test automation, FMEA, Jira
Clinical	EKG, CPR, patient care; Epic and Muse as a clinical user; decision support, FHIR and HIPAA in design and coursework