

Avi Kaul

High school senior. Two live products: a Chrome extension with Stripe payments and an iPhone app.

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PROJECTS

HumDocs · Chrome extension and web product · humdocs.com

Dec 2025 – Present

Live on the Chrome Web Store, version 2.3.8 · JavaScript, Chrome Manifest V3, Supabase, Stripe, Cloudflare Pages

- Built and maintain an extension that types user-provided text into Google Docs and Slides over a chosen length of time. It plans every keystroke and pause, then scales the plan to the finish time; an audit of thousands of plans found every run within 1 ms of target.
- Built accounts and licensing on Supabase (Postgres with row-level security, 13 edge functions) and a \$20 one-time Pro license through Stripe Checkout with signature-verified, idempotent webhooks. License checks fail safe, so an outage never locks out a paying user.
- Test with 214 Node unit tests that run the shipping code, end-to-end tests in real Chrome, and a daily GitHub Actions canary (about 95 checks) that types into a real Google Doc and Slides deck. It caught a reload bug that dropped letters Google had not yet saved.

Even Up · iPhone app for splitting expenses

Mar 2026 – Present

Live on the App Store since Oct 9, 2026 · Swift, SwiftUI, WidgetKit, TypeScript on Vercel, Google Gemini API

- Built and released a local-first app that tracks money between two people, with Decimal money, a single ledger as the source of truth, and receipt scanning through a rate-limited Vercel function behind a consent screen. Took it through an App Store rejection (Guideline 5.6.4) and a successful appeal.
- Chose to ship 1.0 without iCloud sync I had built but not tested on two real devices; it stays behind a compile-time flag.
- Built nine test harnesses that compile the app's real source, including 20,000-operation randomized ledger runs and 50,000 random bills. One found weighted splits wrong in 39,948 of 56,000 cases before release.

PROGRAMS AND RESEARCH

UC San Diego COSMOS · Cluster 7, Machine Learning: "Can We Teach a Computer to Think?"

Summer 2026

- Four-week residential program. Team final project in Python: a Naive Bayes classifier separating human-written from AI-generated text, trained and evaluated on labeled Kaggle data. Earlier projects used k-nearest neighbors.

Independent Research · Literature review

Jul 2025 – Oct 2025

- "Likes, Comments, and Shares: How Interactive Features Guide Children's Moral Development and Understandings of Justice." A self-directed 12-week review, mentored by a Vanderbilt University PhD student in developmental psychology. Unpublished.

EDUCATION AND HONORS

Mission San Jose High School · Fremont, California

2023 – 2027 (expected)

GPA 3.86 unweighted · SAT 1590 (800 Math) · National Merit Semifinalist · AP Scholar with Distinction · AP Computer Science A, Computer Science Principles, Microeconomics and Macroeconomics: 5

SKILLS AND ACTIVITIES

Languages	Swift, JavaScript, TypeScript, Java, SQL; basic Python; learning C++
Platforms	SwiftUI, WidgetKit, Chrome extensions (Manifest V3), Supabase, Stripe, Vercel, Cloudflare Pages
Tools	Git, GitHub Actions, Xcode, Claude Code (I build with AI coding tools and review, test and ship every change)
Activities	Philosophy Club treasurer · Relay For Life volunteer, then planning committee (3 years) · trained Dominican Sisters boutique staff on a point-of-sale payment system · JV soccer (goalkeeper) and track