

Aaron Moseley

Lexington, KY
amoseley018@gmail.com
(859) 699-8102

<https://aaronmoseley.github.io/>
<https://github.com/AaronMoseley>
<https://www.linkedin.com/in/aaron-moseley/>

PROFESSIONAL EXPERIENCE

Carlson Software

Machine Learning Engineer

August 2024 - Current

Machine Learning Engineer Intern

May 2024 - August 2024

- Primary developer on boundary detection project for CAD applications using aerial images and machine learning
- Using semi-supervised learning and diffusion techniques to develop and improve image segmentation models
- Developed extensive tooling for ground-truth data creation using C++, PyQt, and SQL to transform 20+ drone-captured orthomosaics into usable labeled data for computer vision models
- Created post-processing pipeline with C++ to transform predicted segmentation masks into polyline data for individual classes and class pairs

Infineon Technologies

Computer Engineering Intern

May 2023 - August 2023

- Developed physical verification rules in SVRF and designed transistor-level validation cells for unit testing
- Utilized computer engineering expertise to resolve physical verification discrepancies in new hardware devices

University of Kentucky

Medical Imaging/Machine Learning Research Assistant

January 2023 - January 2024

- Used PyTorch to develop a novel training approach for image segmentation models, shown to improve over baselines by up to **32.4%** across multiple metrics and datasets
- Full paper published at [ISBI 2024](#), poster presented at [CCS 2023](#)
- Received Undergraduate Research Fellowship for Fall 2023

Lockheed Martin

Software Engineering Intern

May 2022 - August 2022

- Built data analysis and report automation tools using .NET framework and Microsoft Excel
- Led multiple projects creating **\$33,000** in annual savings and reducing time spent generating reports by over **90%**

FEATURED PROJECTS (full portfolio)

Deep State-Value Estimation for Long-Term Planning

- A novel reinforcement learning strategy combining deep image analysis models and tree-search algorithms
- Shows to improve over standard tree search by up to **10%** in a generic strategy game application

Hydraulic Erosion Simulation

- Realistic simulation of gradual hydraulic erosion in real time on randomized or user-defined terrain
- Implements a Perlin noise procedural generation algorithm and allows for user customization

Shoulder-Mounted Space Program

- A retro space game where you jump between planets using a rocket launcher and dodge pursuing drone enemies
- Features a custom realistic orbital physics simulation between the planets, player, and projectiles

EDUCATION

University of Kentucky - Bachelor of Science in Computer Science and Mathematics, Summa Cum Laude

Lexington, KY

August 2020-May 2024

- **GPA: 3.97 / 4.0**
- Lewis Honors College, Competitive Programming Team (placed 1st in Kentucky at ICPC Regionals 2024), Undergraduate Science Journal Club
- Department of Computer Science Award for Outstanding Academic Achievement, Dean's List for all 8 semesters
- Undergraduate teaching assistant for classes covering Linux, intermediate C++, and UI development
- Research assistant in nuclear physics where I deployed a [data-collection and processing software](#) on the J-PARC particle accelerator, presented project at [APS 2023](#) and [NCUR 2023](#)

TECHNICAL SKILLS

Languages: Python, Java, C#, C++, C, SQL, LaTeX

Frameworks/Libraries: .NET, PyTorch, PyTorch Lightning, sklearn, D2L, H5py/HDF5Lib, NiBabel, Qt/PyQt

Tools: Google Colab, Git/GitHub, Linux, Unity, Anaconda, Vim