Deron Martin

Machine Learning Engineer

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Profile

Self-motivated and detail-oriented Computer Science Master's graduate with a focus on **machine learning**, **data mining**, and **artificial intelligence**. Proficient in designing and implementing machine learning models from scratch, with expertise in **Python**, **TensorFlow**, and **PyTorch**. Led projects in recommender systems, feature selection, and gesture recognition using advanced algorithms (regression, decision trees, CNNs). Passionate about leveraging ML techniques to solve real-world challenges and deliver innovative, data-driven solutions.

Education

University of California, Riverside | M.Sc. Computer Science | 2021 - 2022 |

GPA: 3.17/4.00 | Coursework: DBMS, Computer Architecture, Data Mining, Artificial Intelligence

Vellore Institute of Technology, Vellore | B.Tech. Computer Science | 2016 – 2020 |

CGPA: 8.19/10.00 | Coursework: Software Engineering, Data Structures, Web Development

Experience

Data Science Intern | Lawrence Livermore National Laboratory | 06/2022 - 07/2022

- Utilized machine learning algorithms to analyze 20,000 drugs, identifying potential treatments for COVID-19, contributing to advanced research outcomes.
- Cleaned and processed complex datasets using NumPy and Pandas.
- Engineered and fine-tuned regression models, random forests, and neural networks using scikit-learn and PyTorch, achieving 84% prediction accuracy.
- Implemented **voxelization** algorithm based on research, enabling advanced drug **visualization**, which facilitated new insights.

Python Development Intern | Naaniz | 09/2020 - 11/2020

- Automated poster generation using OpenCV, decreasing distribution time by 25% and enhancing efficiency in content delivery.
- Designed and implemented AWS EC2 solution, reducing data retrieval latency by 20%.
- Co-developed a REST API with backend team, leveraging automation tools to improve generation time by 30% and streamline operations.

Skills

Programming: Python, C/C++

• ML and AI: TensorFlow, PyTorch, Keras, scikit-learn, Hyperparameter Tuning, OpenCV

Data Processing: NumPy, Pandas

Web Development: HTML, CSS, JavaScript, NodeJS, ExpressJS, Flask

Databases: MySQL, MongoDB

Projects

Spotify Recommender System | GitHub

- Developed a song recommender system for Spotify, focusing on feature engineering and data preprocessing to optimize model performance.
- Built and tuned models (Regression, Decision Trees, Random Forests, xGBoost, SVM) for personalized song recommendations.
- Achieved optimal results by recreating each algorithm from scratch in Python, with validation through cross-comparison against Spotify's recommendation engine.

Feature Selection for Dimension Reduction | GitHub

- Designed and implemented a feature selection algorithm to reduce the dimensionality of a large dataset for improved model performance.
- Utilized both **forward selection** and **backward selection** techniques to identify the most relevant features, improving model accuracy by 30%.
- Reduced feature space by 35%, leading to a noticeable reduction in model training time.

Mosquito Simulation Using Monte Carlo Methods | GitHub | YouTube

- Created a probabilistic simulation to estimate the likelihood of a mosquito biting a human based on relative positions and the mosquito's flight range.
- Applied the **Monte Carlo method**, generating random values to simulate outcomes and estimate probabilities of events with complex variables.
- Enabled accurate estimation of mosquito bite probability by simulating a large number of outcomes.

Gesture UI with Hand Gesture Recognition | GitHub

- Developed a gesture-based UI system using OpenCV and Python to control system functions based on hand gestures.
- Created a dataset of 10 distinct hand gestures using **image augmentation** to improve model accuracy, and trained various **CNNs** with **Keras** and **TensorFlow**.
- Achieved 90%+ accuracy in recognizing gestures, which were linked to meaningful actions via the Windows
 API, such as controlling music playback.