HARRISON STANTON

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EXPERIENCE

Lockheed Martin, Rotary and Mission Systems

Software Engineer, 2021 - Current

Implemented several different deep convolutional neural network architectures for a novel segmentation use case. Implemented Working

Software Engineer Associate, 2018 - 2020

Implemented state of the art Reinforcement Learning Algorithms (Soft-Actor Critic and Proximal Policy Optimization) to solve novel problems. Worked with AWS EC2 elastic compute resources and loading docker containers with machine learning libraries. Programmed novel approaches to performing feature selection with reinforcement learning. Programmed time-series prediction with convolution and recurrent neural networks.

Computer Science Capstone Course Externship

General Electric, Reno, NV, August 2016 - May 2017

Developed an application to classify sensor data using machine learning techniques. Displayed the data and classification results on a web page using D3.js.

Lab Instructor

University of Nevada, Reno, Spring 2016

Taught two sections of the Computer Engineering 301 lab for the University of Nevada, Reno.

SKILLS

Programming Languages

Experienced: C, C++, Python, Matlab
Familiar: Java

Scripting Languages

Experienced: Bash, Csh/Tcsh
Familiar: LaTeX, Javascript

Frameworks and Tools

Experienced: PyTorch, Numpy, Gitlab(CI/CD), git, Docker/Podman
Familiar: TensorFlow, Matplotlib, QT, Boost, svn, cmake, AWS(EC2 and S3)

Operating Systems

Experienced: Linux (Redhat, CentOS, Debian, ArchLinux, Ubuntu), Windows

PROJECTS

Home Server

Personal Project, 2020 - Ongoing

Set up a home server for usage with personal machine learning projects and mining crypto currency. Two Supermicro 4U chassis inside a 18U rack.

AWS Hosted DnD Server

Personal Project, 2021 - Ongoing

Set up a AWS hosted DnD server for my friends and I to DnD virtually play DnD. Set up S3 to store all the required assets, and configured the roles for S3. Software is loaded via Docker.

GLM for Machine Learning Technique Prediction

University of Nevada, Reno, Fall 2017 - 2018

Programmed a machine learning classifier ensemble. A large set of datasets were then trained through the ensemble and generated higher order data. This ensemble data was used to create a generalized linear model to predict accuracy of different classifiers based off of specific extracted attributes of the data set. For example does the distribution of the dataset have an effect on what classifiers perform well?

Machine Learning Strategies for Solving the Bongard Problems

University of Nevada, Reno, Fall 2016

Constructed and trained a support vector machine and a recurrent neural network classifier on a subset of the Bongard Problems.

Smoke Detection Prescreening in Sequential Images

University of Nevada, Reno, Spring 2015

Contributed to a program which identified movement patterns to locate smoke in the early stages of potential forest fires. Project was selected to be presented at ISCA CATA in 2016.

EDUCATION

University of Nevada, Reno, NV

Bachelor of Science, Discrete Mathematics, December 2017

Selected Coursework: Categorical Data Analysis, Statistical Machine Learning

Bachelor of Science, Computer Science and Engineering, December 2017

Selected Coursework: Advanced Computer Vision, Artificial Intelligence