James R Lowrey jarlowrey@gmail.com °GITHUB.COM/JARLOWREY°JARLOWREY.COM

Software Engineer: Port of Seattle 5/19-11/21
- Lead dev for 5+ year, multi-million project, Nexus: Angular, Entity Framework, Windows Services
  - ❏ Refactored forms: automated initialization, standardized life cycle, improved logging, etc
    - ❏ Taught team form paradigm and consulted on use in new Angular projects
  - ❏ Presented iteration review+work to shareholders, led iteration planning meetings
  - ❏ Improved story creation workflow: reduced QA and business PM turnaround
  - ❏ Discovered, consulted on automating, and in charge of resolving UI vulnerabilities
  - ❏ Recognized by team and managers for fast dev time
- Port's lead on joint MSFT project using ML to audit idling plane carbon emissions at airport
  - ❏ Consulted on data collection prioritization, data ingestion architecture, and ML model

Software Engineer: Epic Systems 6/16-1/17
- Prototyped VB to C# server migration of Anesthesia grid. Maintained JS UI and Mumps DB
- Daily SCRUM, Agile practices, weekly triage. Worked from QA bug and feature backlog

Intern, NetApp: Made Network interface in ONTAP OS using C, GDB, and Wireshark
5/15-8/15

Intern,Baker Hughes: Prototyped Agile Test Driven Dev for C# backup. Made web wireframe
5/14-8/14

TA, OSU: Graded and tutored graph theory and algorithm analysis 12hr/wk
8/13-6/14

Research Asst, OSU: Studied E2F in liver cancer: used mice, PCR, genome search, 20hr/wk
8/12-6/13

Georgia Institute of Technology: Master CompSci, Specialization Machine Learning 1/17-12/19
Ohio State University: Honors BS CompSci Eng, Bio Minor, Premed, GPA 3.7
8/12-12/15

Projects
WFPB.fit '19: Site for nutrition education. React,Redux static UI +express/aws-lambda backend
CorkBoardIt '19: Team-made social media site. React/Express/SQL. Lead dev, architect, reviewer
BonkToTheFinish '19: Site for runner's blog using Ruby Middleman
RL '18: Implemented a Python DQN agent to solve OpenAI's CartPole & Lunar Lander environments
CV '18: Analyzed media for geometry, motion, tracking, detection, and recognition (OpenCV, Keras)
AI4R '18*: Localized and tracked robot in simulation via Kalman+Particle filters and SLAM
Otto '17: Compared SVM, EM, and Naive Bayes models for analyzing sparse Otto product dataset
NLP '17: Compared KNN/decision tree, K-means/DB-Scan. Used SciKit, MinHash on >60k articles
GoBlaster '21: Bullet hell 2D single-player game published on Steam using Godot 3 engine
Godot Weapons '19: FOSS plugin with easily integration API for bootstrapping weapons in Godot 59☆
Birdu '17: Published hybrid JS/Android app using Cordova written using Phaser.io engine
Phaser UI '17: FOSS plugin of UI components for the Phaser.io game engine 33☆

Jasig '16: Bullet hell 2D one player Android App published on Google Play with custom written engine

FunGroups '15: Android app to display chemistry flashcards and quiz, data stored in SQLite.

CrashBoomBop '14: Android game processing accelerometer data to determine user actions.

rePAWster '16: PRAW Bot to search Reddit and repost pet photos. Deployed on Linux via DigitalOcean