

Lawrence Okegbemi

Machine Learning Engineer

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TECHNICAL SKILLS

Programming Language:	Python, C++, SQL
Frameworks and Libraries:	Pytorch, Scikit-learn, Open AI Gym, Unity ML Agent, Tensorflow
MLOps:	Git, Docker, Kubernetes
Cloud Environment:	Amazon Web Service (AWS), Heroku, Microsoft Azure


EDUCATION



Federal University Of Technology Akure (2016 - 2021)

B.Engr., Mechanical Engineering


CERTIFICATIONS



Deep Reinforcement Learning Nanodegree - Udacity

Udacity, Inc. (MOOC Platform)


[Certificate](#)



Deep Learning Nanodegree - Udacity

Udacity, Inc. (MOOC Platform)

[Certificate](#)



DataHack4FI Season 3 Gold Participant | (2018 - 2019)

DataHack Season 3

- **Microsoft Professional Program for Data Science (MPPDS).**

edx, Inc. (MOOC platform) [Transcript can be found here](#)

WORK HISTORY/EXPERIENCE



Data Science Nigeria | DSN AI+ Campus Lead (Mar. 2019 - Present)

The Data Science Nigeria AI+ Community is a collaborative and learning platform for students and professionals aimed at raising world-class Nigerian Artificial Intelligence talents with strong research focus and use case implementation skills.

- Teach introductory and advanced Machine Learning and Deep Learning techniques with several tools.
- Organize hackathons and workshops to engage community members..



Kadosh Mechatronics | Mechatronics Intern (Dec. 2019 - May 2020)

- Built intelligent devices and systems for homes and for industrial applications.
- Built different Artificial intelligence Algorithms for object detection, Prediction, and other cognitive capabilities.



Bitgrit Inc. Japan | Bitgrit Ambassador (Apr. 2019 - Apr. 2020)

- Led bitgrit Nigeria team in the delivery of community projects requiring close cooperation among members to share information and develop solutions to meet a broad array of deliverables.
- Organize the largest Artificial Intelligence bootcamp on Campus, where both beginners and intermediate acquire top-notch skills needed to solve problems.
- Conceptualized and designed abstract ideas, built plans, and delivered details as well as their implementations.

PROJECTS

Dog-Breed Classifier

[\(Link to project\)](#)

In this project, I was able to build a pipeline to process real-world, user-supplied images as well as identifying an estimate of dog canine’s breed.

TV Script Generation

[\(Link to project\)](#)

Using a Seinfeld dataset of scripts from 9 seasons. I was able to build a Neural Network that generates a new, "fake" TV script using RNN.

Navigation

[\(Link to project\)](#)

Developed an RL Agent to navigate a square world and collect Bananas.

Continuous Control

[\(Link to project\)](#)

Trained a double-jointed arm to move to targeted location

Collaboration and Competition

[\(Link to project\)](#)

Trained a pair of agents to play Tennis