

KENDALL WEIHE

Software Engineer

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OBJECTIVE

To prove to you that I have gained skills in abstraction, algorithms, problem solving, and team work.

EXPERIENCE

University of Kentucky, Dr. Brent Seales, EDUCE project

Machine learning engineer | Summer 2016 – Present | Working with a team of undergraduate and graduate level Engineer's

- Applying deep learning to image segmentation via Google's Tensorflow API
- Applying software engineering to handle big data and image processing

Appriss, Inc., Jason Heath

Software Engineering Intern | Summer 2015 | Working with a team of professional Engineer's

- Worked on large scale web applications via Ruby on Rails, PostgreSQL, JS, HTML, CSS
- Worked in an AGILE development lifecycle

EDUCATION

Undergraduate student in Computer Science at the University of Kentucky (Senior)

- Recipient of the University of Kentucky Undergraduate Summer Research Grant for \$2000
- Honorable mention for outstanding research (Summer 2016)
- Notable courses: Databases, Systems Programming, Algorithms, Intro to Artificial Intelligence, Intro to Networking.

NOTABLE PROJECTS

- Machine Learning: Googles Tensorflow, PyBrain, and custom written neural networks. Deep Convolutional Neural Networks, Deep Long-short Term Memory networks, Multilayer Perceptron's, Conditional Random fields.
- Data Science: Data mining large datasets from HTML websites via BeautifulSoup, scripts to handle input and ground truth data to deep neural networks, and scripts for image processing.
- Web Development: User registration, live chat service (web socket programming), Google Maps API, live notifications, and various web design projects.

ONE LAST NOTE

- I have a passion for Software Engineering because it teaches me **how** to think. It has taught me the importance of knowing what questions to ask and where to look.