

# Samson Stannus

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## WORK EXPERIENCE

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### Senior Machine Learning Engineer

Apr '20 - Current

Unity Technologies, Ads Engineering Team

- Architected a real-time Ad UI element optimization system to reduce experimentation risk.
- Improved AB Testing process as Acting Team Lead, which allowed the team to rapidly test over 400 UI experiments, leading to a 9% increase in net revenue for Unity Ads.
- Architected a ML system to predict who will respond to auction requests, which reduced Unity Ads Exchange Egress costs by 50%.
- Built new Ad ROAS campaign MVP in under 2 months, collaborating with teams across Finland, United States, and Canada.

### Machine Learning Software Developer I

Sep '19 - Apr '20

Borealis AI, Engineering Team

- Rebuilt ETL pipeline using Airflow to dynamically scale out a Spark cluster saving 96% of monthly costs over previous implementation.

### Software Developer I

Mar '18 - Sep '19

Expedia Group, Geography Team

- Collaborated with geographers and data scientists to import 100,000+ geographic entities to cover 99% of destination searches reported by Google.
- Developed a computer vision application to generate geographical boundaries from images.
- Created React application to edit geometry which enabled geographers to fix 500+ invalid geo entities.

### Associate Software Developer

Jan '17 - Mar '18

Expedia Group, Content Systems Team/Geography Team

- Built applications to bulk import geo-datasets and deduplicate entities using ML.
- Rebuilt RESTful Image processing web services to utilize a Kafka streaming architecture which reduced the latency of read and update requests by 88%.

### Software Developer Intern

Jan '16 - Sep '16

Expedia Group, Content Systems Team

- Migrated image processing pipeline to AWS infrastructure reducing costs by 95%.
- Built a custom log-formatter to aid in issue investigation and report creation.

## EDUCATION

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### McGill University

Sep '12 - Dec '16

Bachelor of Science, Computer Science

- Organized the 2016 annual McGill hackathon (McHacks) for 600+ hackers.
- Represented McGill at the 2016 Ubisoft Game Lab Competition.
- Completed advanced courses in Machine Learning and Computer Graphics.

## SKILLS

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### Programming

Python, GoLang, Scala, Java,  
JavaScript, TypeScript

### Software and Frameworks

Git, Unix, GCS, AWS, Kafka, Airflow,  
BigQuery, Postgres, Pandas, Keras,  
Beam, React, Mapbox-GL,  $\LaTeX$