

Samson Stannus

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WORK EXPERIENCE

Senior Machine Learning Engineer

Apr '20 - Current

Unity Technologies, Ads Engineering Team

- Architected a real-time ad unit optimization system to reduce UI experimentation risk.
- Improved AB testing processes as an 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 the bidders who will respond to auction requests, which reduced Unity Ads exchange egress costs by 50%.
- Effectively collaborated with globally distributed teams as part of an urgent taskforce, delivering a new ad campaign type product to beta clients a month earlier than planned.

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

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

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