

Jossie Batisso

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EDUCATION

University of Maryland, Baltimore County

Baltimore, MD

Bachelor of Science, Computer Science - AI/ML

Aug. 2021 - Dec. 2025

Courses: Theory of Computation, Algorithms, Intro. to Artificial Intelligence, NLP, Data Structures

Activities: HackUMBC, Discover AI – developed and trained machine learning models, Chess club

EXPERIENCE

Machine Learning Research Intern

Jun. 2024 - Aug. 2024

DEVCOM Army Research Laboratory

Adelphi, MD

- Trained and robustified ARL's semantic segmentation models, FPN and FC-HarDNet, on a unified dataset
- Developed a unified dataset comprised of off-road and urban datasets for UGV (Unmanned Ground Vehicles)
- Developed a Python script that outputs a JSON file of the list of classes in each dataset, each class's path mapping from an OWL Sfile, and their RGB and greyscale value
- Developed a Python script utilizing MariaDB to database unified dataset to allow querying of sub-datasets

Software Engineering Fellow

Jul. 2024 – Sep. 2024

Headstarter

Remote

- Built apps by utilizing NextJS, OpenAI, and Firebase.
- Developed projects from design to deployment in a team of 3 engineering fellows
- Coached by Amazon, Bloomberg, and Google engineers on Agile, CI/CD, and Git

Management Associate

May 2022 – Present

Avis Budget Group

Glen Burnie, MD

- Manage the initiation and termination of rental agreements, ensuring a seamless customer experience
- Proficiently navigates and utilizes a computer system via command lines to access and modify customer agreements, catering to renter preferences
- Inspect cars upon return and address minor technical and mechanical issues to maintain fleet quality

PROJECTS

Cinematic Chronicles | *Python, ReactJS, Flask, HTML/CSS*

Sept. 2023

- Develop a story generation application with a team of four
- Utilized OpenAI and Dall-E API to generate storylines for users and images based on the user's prompt
- The program presents users with three AI-generated storyline options, along with an AI-generated picture for the previous selection, enhancing engagement and UX

Face Recognizer | *Python*

Jan. 2024

- Utilizes openCV and face_recognition libraries to develop a Python application for real-time face tracking and recognition from video input
- Implements facial recognition algorithms to accurately identify and track faces within the video feed, offering strong performance even in varying lighting and shading conditions

Satellite Network Management | *C++*

Mar. 2023

- Developed a Satellite Network Management System for Data Structures course project
- Implemented an AVL tree data structure to manage satellite insertion, removal, and state updates efficiently
- Designed algorithms for satellite tree balancing, node deletion, state modification, and recursive tree traversal

TECHNICAL SKILLS

Languages: Java, Python, C/C++, JavaScript, HTML/CSS, Scheme, Prolog, MySQL

Others: React, Node.js, Flask, pandas, NumPy, Matplotlib, PyTorch, Docker, Linux OS

Developer Tools: Git, Visual Studio, PyCharm, Figma

Interests: Neuroscience, Philosophy, Machine Learning/AI