Undergraduate Researcher Undergraduate Researcher Undergraduate Researcher - Georgia Institute of Technology Atlanta, GA Authorized to work in the US for any employer Work Experience Undergraduate Researcher Georgia Institute of Technology - Atlanta, GA May 2017 to Present Computational creativity: worked in Expressive Machinery Lab's Robot Improv Circus team; implemented spatially and temporally indexable database for the robots; innovated new neural network structure for gesture generation and analysis. Satellite image prediction: worked under Professor Greg Turk's advisory on snow coverage and plantation percentage predictions using KNN, random forest regression trees and fully convolutional networks.(90% accuracy) GPU parallelism: worked under Professor Vivek Sarkar's supervision; analyzed the usage of GPU parallelism on machine learning algorithms runtime improvements; reported at least 4x speed boost. Research Intern Panasonic Automotive - Peachtree City, GA August 2018 to December 2018 FMEA Chatbot: designed and built a chatbot for design review and FMEA process, estimated to reduce 20% testing time for field engineers. (filing for patent) Gesture analysis: constructed a gesture analysis pipeline using OpenCV (achieved 90% accuracy) and deployed on Raspberry Pi Zero. Defects classification: implemented an ensemble classifier to report defects for different departments for investigation based on summaries via usage of XGBoost, Scikit-learn, and Keras Software Developer Intern OMNY - Atlanta, GA May 2018 to August 2018 Supply chain simulator: developed a supply chain simulator complied with EPCIS standard; covered 98% of possible event variations; able to simulate 3000 events and output records in XML format within 60 seconds Security service unit tests: wrote units tests for the platform's .NET security and validation service GCP Postgres database: created a PostgreSQL database schema for pharmaceutical supply chain events and deployed on Google Cloud WebGL Developer Justonetech Shanghai LLC - Shanghai, CN May 2016 to August 2016 Building Information Modeling: created a new feature for customers to see their 3D architecture in the actual environment through VR in web browsers using Cesium.js and Three.js Data structure optimization: implemented quadtree and occlusion culling algorithms to increase model loading speeds; tested various culling methods for large amount of meshes(around 500 building models) in Unreal Engine 4. Education Bachelor's in Computer

Science Georgia Institute of Technology - Atlanta, GA August 2015 to May 2020 Bachelor's in Industrial Engineering(focus on Operation Research and Supply Chain Engineering) Georgia Institute of Technology-Main Campus - Atlanta, GA January 2016 to December 2019 Skills C# (Less than 1 year), C (Less than 1 year), Django (Less than 1 year), Java (Less than 1 year), Javascript (Less than 1 year), Git, Android, MYSQL, CSS Links https://www.papermachine.me Certifications/Licenses Driver's License Additional Information Skills Programming Language: Python, Java, C#, Go, SQL, C, C++, JavaScript, Matlab, R, Lua, Rust Technologies: Django, Tensorflow, Pytorch, Three.js, Cesium.js, Node.js, Angular.js Mathematica, OpenCV, Numpy, Pandas, Scikit-learn, Unity3D, Unreal Engine 4, LATEX

Name: Robert Garza

Email: mosskristopher@example.net

Phone: 001-823-250-3147x867