

Software Developer Software Developer Full Stack Software Developer and Machine Learning Engineer Providence, RI Jason is a highly motivated software engineer with multiple entrepreneurial experiences working for fast-growing startups. He is passionate about building things and helping companies grow. He has worked extensively with modern web and machine learning frameworks. Check out his projects here: <https://github.com/Muosvr> Work Experience Software Developer Dracodess Software Engineering - Providence, RI November 2018 to Present - Implemented data analytics system to transform client data into actionable business insight - Developed from the ground up data collection/analytics system with dashboard using Express, Node, React, and PostgreSQL - Developed plug and play eCommerce store front system using React, Express, Node, React, and MongoDB - Instructed and mentored over 50 associate developers on computer science and full stack development Web Developer (Remote) Vizzy Inc., Columbia University - New York, NY November 2018 to January 2019 - Developed web prototypes for an early-stage Ivy-league startup in the VR/AR e-commerce space - Created 3D web user interface using Unity game engine for immersive furniture shopping experience Project Engineer/Design Engineer Focal Upright Furniture - East Greenwich, RI August 2015 to May 2018 Managed the development of several flagship innovative products with a deep focus on human-centric design Engaged development from ideation to production, handling communications with domestic and foreign vendors CAD modeling, prototyping, testing, and debugging products made from a wide combination of materials Provided integration support for cross-functional teams to ensure production and market success Education Entrepreneurial experience in a highly selective program focused on high-growth startups in America's emerging cities Venture For America - Providence, RI June 2015 to June 2017 B.S. in Mechanical Engineering and Product Design Lehigh University - Bethlehem, PA May 2015 Skills Python, Node, React, Javascript, Nodejs, C#, GraphQL, Git, CSS, PostgreSQL, Tensorflow, Machine Learning, C, Express, HTML 5, JQuery Links <http://linkedin.com/in/lujason2015> <http://github.com/Muosvr> <http://muosvr.com> Assessments Critical Thinking Highly Proficient March 2019 Measures a candidate's ability to use logical approaches when solving problems. Full results:

https://share.indeedassessments.com/share_to_profile/37ebc94e7b90a58745e4dec2adbd9df1eed53dc074545cb7 Indeed Assessments provides skills tests that are not indicative of a license or certification, or continued development in any professional field. Additional Information Projects I've worked on:

For more details, visit my personal site: muosvr.com

Menu Translator - github.com/Muosvr/menu-translation A mobile optimized AI-powered web app that instantly translates any restaurant menus to over 100 languages

Created a data pipeline consisting of photo OCR, image classification, machine translation, and image search using Google Cloud and MERN stack

Raspberry Pi Powered Self-Driving Car - github.com/Muosvr/mycar Trained and improved computer vision and control model using machine learning with Tensorflow Keras

Increased processing speed by 50% and improved loss metrics by 36% compared to base model

Smart Task Scheduler - github.com/Muosvr/smart-task-scheduler An assistant that helps you intelligently and quickly schedule daily tasks based on priority and availability

Securely extract events from Google calendar API using OAuth and automatically assign rule-based time slots for tasks

Home Credit Default Risk (Kaggle) - github.com/Muosvr/home-credit-default-risk Predictive analytics competition entry using machine learning techniques such as random forest and neural net

Applied feature engineering and dimension reduction to obtain best entry result of 0.73904 AUC ROC Curve

Understanding the Amazon from Space (Kaggle) - github.com/Muosvr/planet-understanding-the-amazon-from-space Competition entry of multi-label classification on satellite images using convolutional neural net

Used fastai library to obtain best learning rate and fine tuned layers by partial freezing to obtain best entry result of 0.90472 Mean F-Beta Score

Blue Book for Bulldozers (Kaggle) - github.com/Muosvr/Blue-book-for-bulldozers Predict the auction sale price for a piece of heavy equipment based on 65 features to create a "blue book" for bulldozers

Obtained best validation set result of 0.2267 rmse, better than 1st place entry in the leaderboard, by fine tuning sklearn regressor s tree building parameters such tree depth, feature splitting, and using out of bag score.

Game Of Dice - github.com/Muosvr/gameofdice Multiplayer game based on web socket technology with real time game play, player log in, and game notification

Name: Isaiah Murray

Email: solismichele@example.com

Phone: +1-380-569-5326x9779