## Will Wright

CONTACT Address: 2700 SW Hume Ct, Portland, OR 97219 Mobile: 530-760-9363 Email: william.everett.wright@gmail.com Website: https://will-wright.github.io GitHub: https://github.com/will-wright EDUCATION PhD Mathematics - University of California, Davis August 2019 Dissertation: A Rapid Eigenvalue Method for Noisy Phase Retrieval Emphases: Large-scale numerical methods Machine learning applications Nonlinear optimization 2015-2016 - SIAM Student Chapter President MS Applied Math - California State University, East Bay June 2013 2012 - Tracewell Scholarship 2011 - Sabharwal Scholarship MA Teaching - Concordia University, Portland OR June 2009 BS Political Science & Philosophy - Penn State Dec 2006 June - Dec 2016 Internship Researcher & Software Engineer - Apple o prototyped optimization methods o contributed performance-critical C++ code to team repository Professional Assistant Instructor - California State University, East Bay 2011 - 2013 EXPERIENCE Middle School Teaching - Academy of Alameda, Alameda CA 2010 - 2011 High School Teacher - Delta Academy, Antioch CA 2009 - 2010

RESEARCH PROJECTS

## **Image Segmentation**

o developed a faster algorithm than the original algorithm

Underwriter - Farmers Insurance, Portland OR

o developed a *new method* for computing adjacency matrix, requiring  $\mathcal{O}(\text{pixels})$  ops vs  $\mathcal{O}(\text{pixels}^2)$  in *scikit-image* 





2007 - 2008

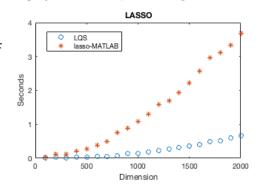
## **Phase Retrieval Denoising**

- o developed efficient numerical methods to optimize a recent phase retrieval algorithm
- decreased computational costs and runtime by 50-90%
- o demonstrated this algorithm is *more accurate* than a highly-cited *competitor algorithm*

## **LASSO & Quadratic Programming**

- Qualifying exam proposal proved the equivalence of two recent methods (smoothing and Lagrangian)
- demonstrated this method (LQS, right) scales better than built-in MATLAB software

SOFTWARE SKILLS **Experienced** MATLAB, Python **Intermediate** C++, Git, Julia



Interests

Running, brewing beer, boardgames, guitar, audiobooks and podcasts (e.g., the Expanse, Stormlight Archive, Freakonomics)