

Will Wright

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Profile

Software engineer with 5 years experience in statistical modeling and machine learning. Planned and executed end-to-end projects in data modeling, prediction, and pattern recognition. Enjoys self-learning and deep dives to understand high- and low-level details. Seeking a role in a dynamic environment to collaborate across teams and deliver value-drive analytical solutions.

Highlights

- Statistical / ML modeling
- End-to-end data pipeline design
- Data analysis / visualization
- Predictive modeling
- Leadership, collaboration
- Industry experience

Professional Experience

- Researcher and Software Engineer (Intern) - Apple 2016
- Prototyped ML algorithms to inform the direction of an autonomous systems project
 - Lead cross-team project to determine best method for predictive model problem
 - Performed fast, iterative algorithm testing on distributed data sets
 - Delivered report and presentation summarizing findings, directing team
 - Developed production-level code for group-wide core library
 - Collaborated across teams to identify needs and integrate codebase
 - Developed and tested performance critical code for embedded systems project
- Assistant Instructor - CSU, East Bay 2011 - 2013
- Middle School Teacher - Academy of Alameda, Alameda CA 2010 - 2011
- High School Teacher - Delta Academy, Antioch CA 2009 - 2010

Selected Projects

- Classification / Prediction - [NBA Game Outcomes](#) 2019 - 2020
- Created complete pipeline for data collection, processing, visualizing, and modeling
 - Identified [best candidate features and algorithms](#) for game outcome prediction
- Pattern Recognition - [Image Segmentation](#) 2018 - 2019
- Developed end-to-end software package to partition images into meaningful subregions
 - Created [faster algorithm](#), decreased runtime by 80-95% for large images
- Signal / Image Recovery and Denoising - [X-ray / Microscopy](#) 2017 - 2019
- Created [data visualization strategy](#) to optimize algorithm, [decrease runtime](#) by 50-90%
 - Showed our algorithm is [better at denoising](#) than other algorithms (wflow, HIO)

Education

- PhD Mathematics - University of California, Davis 2019
- Dissertation: [An Improved Descent Method for Noisy Phase Retrieval](#)
 - Coursework in mathematical foundations of machine learning and data science
- MS Applied Math - CSU, East Bay 2013
- Tracewell Scholarship (2012), Sabharwal Scholarship (2011)
- MA Teaching - Concordia University, Portland OR 2009
- BS Political Science and Philosophy - Penn State 2006

Key Skills

- Python, C++, MATLAB, Git
- ML tools (scikit-learn, pandas)
- Team-focused, creative, flexible
- Research, technical writing

Interests

Running, brewing beer, hiking, guitar, audiobooks and podcasts