

# Andrew Holmes

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## SUMMARY

Applied AI Engineer with 3 years of experience in machine learning research, specialized in training and fine-tuning deep learning models. Skilled in developing data-driven tools with a focus on interdisciplinary collaboration and practical impact.

## EXPERIENCE

<b>Deep Learning Research Assistant</b> <i>Western Washington University – Hutchinson Machine Learning Research Group</i>	January 2023 – Present Bellingham, WA
<ul style="list-style-type: none"><li>Developed efficient machine learning models and frameworks for interdisciplinary problems</li><li>Contributed to team success by coordinating milestones, writing unit-tests, and supporting technical onboarding</li><li>Collaborated across disciplines to align model development with user needs</li><li>Engaged in weekly meetings to discuss influential academic papers and led tutorials and discussions</li></ul>	
<b>Graduate Teaching Assistant</b> <i>Western Washington University – CSCI 471/571 Machine Learning</i>	September 2025 – Present Bellingham, WA
<ul style="list-style-type: none"><li>Supported instruction for 45+ graduate/undergraduate students in learning core machine learning concepts</li><li>Held weekly office hours to help students apply machine learning techniques to real tasks</li><li>Provided feedback and debugging support to reinforce best practices in Python, PyTorch, and W&amp;B</li></ul>	

## TECHNICAL SKILLS

**Languages:** Python, Bash, SQL, Java, C++

**Deep Learning Tools:** PyTorch, Scikit-Learn, Pandas, NumPy, Weights & Biases, HuggingFace, TensorFlow

**Other Tools:** Git, Linux, HTCondor, PyTest, ROS2, Astral UV, Anaconda, Jupyter Notebook

## PROJECTS

<b>Global Change Analysis Model Emulation and Scenario Discovery</b> <i>Collaboration with Pacific Northwest National Lab / Joint Global Change Research Institute</i>	April 2023 – Present PyTorch, UV, Polars
<ul style="list-style-type: none"><li>Built a scalable deep learning emulator of a multisector dynamics model, achieving spatio-temporal <math>R^2 &gt; 0.95</math></li><li>Used distributed computing (HTCondor) to automate experiment pipelines and optimize data extraction</li><li>Featured at <i>Tackling Climate Change with Machine Learning, NeurIPS 2024 and Environmental Modelling &amp; Software (in review)</i></li></ul>	
<b>Mayapán Structure Semantic Segmentation</b> <i>Collaboration with Anthropology / Archaeology Department</i>	January 2023 – June 2024 PyTorch, ArcGIS, Conda
<ul style="list-style-type: none"><li>Fine-tuned DeepLabV3+ on LiDAR-derived point cloud imagery to segment archaeological structures and points of interest with 33% improvement in <math>F_1</math> score after model optimization and hyperparameter tuning</li><li>Collaborated with domain experts to ensure real-world constraints and model outputs were valid and interpretable</li><li>Manuscript is in preparation to be submitted to <i>Remote Sensing Journal 2025</i></li></ul>	
<b>Computational Animal Welfare</b> <i>Collaboration with Woodland Park Zoo</i>	January 2025 – Present OpenCV, FFMPEG, SAM2
<ul style="list-style-type: none"><li>Designed a framework using state-of-the-art, zero-shot video segmentation model to track animal behavior from 24/7 surveillance footage, presenting the results through interpretable visualizations</li></ul>	

## EDUCATION

<b>Western Washington University</b> <i>M.S. in Computer Science (Machine Learning Specialization)</i>	Bellingham, Washington, USA April 2024 – March 2026
<b>Western Washington University</b> <i>B.S. in Data Science</i>	Bellingham, Washington, USA January 2022 – March 2024