andrewcarr06@gmail.com

Andrew Carr

EDUCATION

PhD Computer Science; 4.0

Brigham Young University

B.S. Applied and Computational Mathematics; 3.81

Brigham Young University

Provo, UT

Provo, UT

WORK EXPERIENCE

Lyft, Level 5, Autonomous Vehicles - Prediction Intern

June - Aug 2019

- Developed A/B testing platform in high performant C++ to compare prediction models locally and in the cloud greatly increasing my team's development velocity
- o Identified predictive features and developed real-time feature extraction system for use in machine learning pipeline
- Explored statistical and neural models for dynamical vehicle motion prediction leading to a 22.5% performance improvement
- o Utilized: c++, python, mathematical modeling, machine learning, GIS, geometry, data engineering

Qualtrics - NLP Intern

May - Aug 2018

- Achieved ~96% accuracy with a .005% false positive rate, matching state of the art on phishing detection by researching and implementing system using sophisticated NLP feature engineering and machine learning
- Increased speed of system 3x resulting in a 63% reduction in hardware costs while handling 3 million daily requests by engineering asynchronous API using parallel processing and high performance computing techniques
- Identified, explored, and implemented state of the art emerging topic tracking system which allowed my team to reach their stretch goals for the quarter and led to a **patent**
- The final estimated impact of my internship is \$300k 500k in yearly savings
- o Utilized: python, parallel processing, javascript, html/css, machine learning, git, docker, NLP

Amazon Alexa Prize Team Eve - Machine Learning Researcher

Jan - Apr 2018

- \circ Designed and built an offensive speech filtering system using probabilistic methods, which performed $\sim 3\%$ better than current industry standards
- Researched and designed a complex sentiment analysis tool that classified sentences as having complex sentiment used for noteworthy knowledge retrieval
- o Utilized: python, natural language processing, client/server architecture, naive bayes

Perception, Control, and Cognition Lab - Deep Learning Researcher

Dec 2016 - Present

- Explored relationship between differential geometry and deep learning
- Publications see https://andrewnc.github.io/projects/publications.html
- \circ 1st place Student Research Conference presentation
- o Developed a system to improve MRI quality using a denoising auto encoder
- o Designed deep architecture to improve hearing aid quality resulting in signal to noise ratio increase of 197%
- o Utilized: python, NLP, computer vision, data science

Ranked 8th in world: Tetris in spring of 2011

Other Experience

Communication: Selected by faculty and staff to represent my college's 4,000+ students by presenting my research to BYU's \$1 million+ donors and top administration.

 2^{nd} place BYU ACM Hackathon 2019: Built a computer vision pong game that is controlled with hand detection 2^{nd} place BI Wolff Hackathon 2018: Built prescriptive ML solution to predict individual risk of becoming homeless

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1st place BYU ACM Hackathon 2017: Created Auto Dino program to perfectly play the chrome dino no wifi game

 1^{st} place BYU ACM Hackathon 2016: Created *Mathify* app using polynomial interpolation to display text as math 2^{nd} place Global Legal Hackathon Utah: Made a chrome extension using NLP to summarize terms and conditions

which I grew to 2000 active users and sold **Data Science Blog**: 300+ monthly readers. Data science problems solved with esoteric programming languages