(401) 499-9396 Providence, RI lachiekermode@gmail.com

Lachlan Kermode

ML/systems engineer

Website: lachlankermode.com github.com/breezykermo linkedin.com/in/lachlankermode

My current interest is in the design and implementation of production machine learning systems, with a focus on streaming engines that process real-time data and the feature store as an abstraction layer. My experience is with models that require image, video or tabular input. For the summer of 2023, I am looking for an internship in the research and development of streaming systems at scale. See my website for my writing and open source work, and my portfolio for musical and artistic experience.

SKILLS

Languages Node/JS, Rust, Python, Java, C/C++

Platforms AWS, Docker, GCP, Flink, Kubernetes, PyTorch, React, VueJS 3D and Design Blender, Maya, Unity, Figma, After Effects, Premiere Pro

Communication English, Italian (fluent), Latin (some).

TECHNICAL EXPERIENCE

Senior Software Engineer

Feb 2022 — Sep 2022

Halter

Auckland, New Zealand

- Specialising as a machine learning engineer, architected and built a feature store to compute real-time uplinks from IoT devices using Kinesis streams and Apache Flink on AWS.
- Contributed to microservices in Java, Node and Python (SNS/SQS, DynamoDB, and PostgresQL)
- · Built, configured and monitored cloud infrastructure with Terraform, Concourse CI, Grafana, and AWS.

Advanced Researcher / Software Lead

Jul 2018 — Jan 2021

London, UK

Forensic Architecture

- Full stack engineering in React, Vue, Python and Golang for various full stack platforms.
- Developed machine learning workflow to train computer vision classifiers on synthetic data generated in Unity, and then to deploy on public domain media from Youtube and Twitter.
- Written and maintained devops CI/CD infrastructure in Ansible and Terraform for several live platforms.
- First author of paper at NeurIPS 2019 on the use of synthetic data in computer vision, as well as co-author of follow-up paper at WACV 2022.

CTO and co-founder

DirectDrinks

Aug 2016 — Mar 2017

Wellington, New Zealand

• Bootstrapped an end-to-end stack across web, mobile and tablet for a startup that provides a direct sales channels between large corporate suppliers and small resellers in the FMCG industry, disrupting a pipeline that is currently dominated by mid-tier redistributors.

Full stack and mobile freelancing

Jun 2016 - present

various

- Designed and developed MLOPs workflow in GCP for deploying inference capability at SMAT.
- Co-designed and developed website at The Syllabus.
- Developed Python libraries to simplify data engineering workflows from Jupyter at Merantix Labs.
- Developed an Objective C SDK for an OAuth2 verification flow and prototyped two React Native applications for Inflection.

EDUCATION

Masters in Computer Science, Brown University
PhD in Modern Culture and Media, Brown University
A.B. in Computer Science, Princeton University

exp. 2023

exp. 2026

2013 - 2018

Papers/Other

- Detecting Tear Gas Canisters With Limited Training Data. Ashwin D'Cruz, Christopher Tegho, Sean Greaves, Lachlan Kermode. (WACV 2022.)
- Objects of violence: synthetic data for practical ML in human rights investigations. **Lachlan Kermode**, Jan Freyberg, Alican Akturk, Robert Trafford, Denis Kochetkov, Rafael Pardinas, Eyal Weizman, Julien Cornebise. (NeurIPS 2019.)

I coordinate and run a reading group on technology and society called A.R.G.

I have several years experience giving workshops and teaching, more details in my academic CV.

I have contributed to exhibitions at Whitney (NY), De Young Museum (SF), Tate Britain (London), and others.

I have acted and written music for various musical and theatre projects, more details available in my portfolio.

2019 — present
2018 — present
2018 — present