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SUMMARY

Machine Learning Engineer with multiple years of experience across the full ML lifecycle — from leading model research to deploying scalable product in cloud environments. Specialized in 2D image processing and applied ML systems.

WORK EXPERIENCE

Machine Learning Software Developer II

Nov 2024 - Present

Captura (Skylab Technologies before acquisition) - Vancouver, BC

- Led the research and implementation for color enhancement model. By replacing the legacy multi-output regression with self-supervised color transfer model using reusable preset and contrastive learning, successfully reduced the training data required by each studio to 1%, while keeping the color correction performance equivalent to the legacy approach.
- Upgraded legacy GPU based face detection model to newer accelerated CPU model, reducing hallucinations while massively saving cloud infrastructure cost.

Machine Learning Software Developer I

Sep 2022 - Nov 2024

Skylab Technologies - Vancouver, BC

- Streamlined core cloud infrastructure by refactoring the central codebase and unifying fragmented training datasets into a single database and codebase, enhancing training throughput and contributing to the company's successful exit in November 2024.
- Led the research of patch based GAN training to remove unwanted stray hair on a subject, extracting and synthesizing stray hair to generate synthetic dataset for model training.

Computer Vision Software Engineer

May 2021 - Aug 2022

Onecup AI - Vancouver, BC

- Created ML based video processing backend system using Nvidia Deepstream and Triton Server to process the footage of livestock taken from surveillance camera in real time.
 - Developed virtual environment in Unreal Engine to create synthetic data and solve data shortage problem. Used Conditional Generative Adversarial Network (CGAN) to narrow the domain gap in synthetic data, therefore improving generalization of the models
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EDUCATION

Master of Computer Science in Visual Computing

Sep 2019 - Sep 2021

Simon Fraser University (SFU), Vancouver BC

- Studied various components of Machine Learning, with the topics concentrated in Computer Vision, 3D modeling, AR/VR, and Neural Language Processing (NLP).

Bachelor of Commerce

Sep 2011 - May 2016

University of British Columbia (Sauder School of Business), Vancouver BC

- Graduated with dual major degree in Marketing and International Business (IB).