Corey Auger

North Vancouver, BC
coreyauger@gmail.com - 7788885369

Willing to relocate: Anywhere

WORK EXPERIENCE

Researcher

daytrader.ai - Vancouver, BC -

January 2018 to Present

This is a personal research project to experiment with machine learning and the stock market. All data and algorithms are shared. You can find out more information on my blog: https://medium.com/@coreyauger

CTO

Nextwave Software Inc. - Vancouver, BC -

August 2013 to Present

- Distributed system engineer
- Worked in Scala creating a Akka cluster running on top of Kafka.
- Worked with Apache Spark and Apache Flink.
- Machine learning infrastructure.
- NLP parts of speech tagging.
- Cassandra and Titan graph database backend.
- Web and mobile front and built with Preact, redux, RxJs

CTO

PlayQuest Interactive Inc. - Vancouver, BC -

July 2010 to August 2013

- Peep to peer video encoding network.
- Created mobile streaming application
- Web Application
- Social interactions with video games.

Director of Engineering

AfterCAD - Vancouver, BC -

July 2010 to January 2012

-Worked with complex CAD file formats (DWG,DGN) using openGL to extract geometric data and produce “smart raster data” (ALR file format) (see patent application 20090309893)

-Developed application for the conversion of DWG, DGN, DWF to our patented raster storage system (ALR files) and CAD-XML.
-Created system for 3D data visualization in the cloud. (see patent application 20100045662)
-Developed application pipeline for 3d file format conversion. ----Converted complex proprietary 3d formats (DWG,DGN,DXF) to open source Callada file format including asset and texture management.
-Developed game engine for the fast display, efficient swap and maximization of video memory for SaaS display architecture.
-Created architecture behind SaaS system allowing for the upload conversion display and markup of 2D and 3D geometry.
-Developed web service and load balancing architecture responding to adaptive job sizes and product service levels (eg: Gold member should get faster access then bronze member).
-Developed real-time collaboration strategy for team viewing of 2d 3d applications.
-Instituted framework for browser based geo-positioning of buildings. Created tile and polygon data generation for google maps.
-Orchestrated realtime low level Screen Capture of games (Direct3d and OpenGL dll injection technique)
-Have completed extensive work with capture encoding and streaming of real-time media.
-Developed realtime content delivery strategies using P2P networking.

EDUCATION

BSc in Computer Science

University of Calgary - Calgary, AB

September 1997 to April 2005

SKILLS

Machine Learning, Scala, Javascript/typescript, Python, C++, Mysql, Cassandra, Neo4J, Titan, OpenGL, Direct Show, Linux, C#, Functional Programming, Postgres, Akka, Kafka, TensorFlow, Keras, Dl4J, Elastic Search

LINKS

https://github.com/coreyauger

https://twitter.com/coreyauger

https://www.linkedin.com/in/coreyauger/

CERTIFICATIONS/LICENCES

Convolutional Neural Networks

February 2018 to Present

Deep Learning Specialization

February 2018 to Present

Sequence Models

February 2018 to Present

Improving Deep Neural Networks: Hyperparameter tuning, Regularization and Optimization

January 2018 to Present

Structuring Machine Learning Projects

January 2018 to Present

Neural Networks and Deep Learning

December 2017 to Present

Parallel programming

August 2016 to Present

Functional Program Design in Scala

July 2016 to Present

Functional Programming Principles in Scala

July 2016 to Present

Machine Learning: Classification

April 2016 to Present

Machine Learning: Regression

January 2016 to Present

Machine Learning Foundations: A Case Study Approach

November 2015 to Present

Text Mining and Analytics

July 2015 to Present

Introduction to Big Data with Apache Spark

July 2015 to Present

Cluster Analysis in Data Mining

June 2015 to Present

Text Retrieval and Search Engines

April 2015 to Present

Pattern Discovery in Data Mining

March 2015 to Present

Machine Learning

September 2014 to Present

Principles of Reactive Programming

December 2013 to Present

Functional Programming Principles in Scala

November 2013 to Present

Apache Spark: An Introductory Workshop for Developers

Professional Certificate for Text Mining & Analytics

Verified Certificate for Introduction to Apache Spark

Verified Certificate for Introduction to Functional Programming

Verified Certificate for Scalable Machine Learning

Mathematics for Machine Learning: Linear Algebra

January 2018 to Present

Mathematics for Machine Learning: Multivariate Calculus

February 2018 to Present

Mathematics for Machine Learning: PCA

March 2018 to Present

Mathematics for Machine Learning Specialization

April 2018 to Present

PATENTS

METHOD AND SYSTEM FOR DISPLAYING AND COMMUNICATING COMPLEX GRAPHICS FILE INFORMATION (#20090309893)

December 2009

A method and system is disclosed which permits anyone with a web browser to view, zoom, markup, and edit CAD files without special software tools. This is accomplished by calculating

and serving rasterized files in a format such as portable network graphic files that are readily viewed by a client using standard browser software.

METHOD AND SYSTEM FOR INTERACTIVE ONLINE AUDIENCE PARTICIPATION IN MULTICAST GAMING (#61/765755)

Method and System for delivering and interactively displaying three-dimensional graphics (#20100045662)

February 2010

A method is provided whereby the user can view and interact with live, realtime 3D content using just a web browser, requiring no extra downloads or third party 3D plugins. The invention uses W3C standard bitmap formats, typically JPEG or PNG, as the delivery vehicle for server side rendered 3D content. The invention provides a 3D rendering application that runs on a web server and responds to commands from the user's web browser to manipulate, re-render and deliver new 3D rendered scenes back to the users' browser. The invention preferably uses Ajax—Asynchronous Javascript and XML to create the client side Web 3D scene manipulation tool set.

METHOD AND SYSTEM FOR GENERATING BUSINESS REFERRALS FROM CHAT DISCUSSION GROUPS (#10946628)

VISUAL MESSAGING METHOD AND SYSTEM (#62/263446)

PUBLICATIONS

METHOD AND SYSTEM FOR GENERATING BUSINESS REFERRALS FROM CHAT DISCUSSION GROUPS

March 2014

Research Blog

https://medium.com/@coreyauger/

April 2018

Machine learning applied to the stock market.