Christopher White

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Education

BACHELOR OF SCIENCE | UNIVERSITY OF CALIFORNIA, DAVIS

- · Major: Computer Science
- · Expected Graduation: 2022
- · 3.63 GPA, Dean's List
- · Summer Abroad 2019

Work Experience

SOFTWARE & DATA SCIENCE INTERN

Rhombus Systems, Sacramento, California July 2020 – September 2020

- Reduced server costs for running computer vision models by 10x
 - Migrated Caffe models running on Nvidia GPUs using CUDA and TensorRT to TensorFlow and compiled them for AWS EC2 Inferentia instances. This resulted in a 4x faster throughput per image running on instances 2.5x cheaper leading to a 10x reduction in cost per image processed.
- · Created an example project using the Rhombus OpenAPI
 - o Used the Rhombus OpenAPI to restream security camera feeds from HLS to RTSP
 - o Project was used as an example for clients and partners of how to authenticate with and use the Rhombus OpenAPI

Awards

HACKDAVIS 2019

- · Won Most Creative Hack Meal Helper
 - $\circ~$ My team made an app that helps students plan meals to eat at the dining commons, helping to avoid the freshman 15~
 - Wrote a REST API on Google Cloud Platform that was used by the app to retrieve meal and food data, which was used to build potential meals for users

Personal Projects

- · Batch Smoother
 - o Multithreaded tool that applies a filter to all images in a directory, which blurs parts of each image which are of a similar color to the surrounding parts of the image
- Checkers
 - $\circ\,$ Uses a depth first search of future possible moves to choose an optimal move to make against the player

Technical Skills

LANGUAGES

· Python, Java, JavaScript, C, C++, C#, Golang, Swift, MATLAB

TECHNOLOGIES

• TensorFlow, Machine Learning, Computer Vision, CUDA, Docker, AWS EC2, Inferentia, Google Cloud Platform, Linux, REST APIs, Video Encoding and Decoding, Ruby on Rails, React Native

COURSES

 Machine Learning, Data Structures, Algorithm Design and Analysis, Object Oriented Programming, Computer Architecture, Information Interfaces, Machine Dependent Programming, Theory of Computation