

ISAAC AHN

linkedin.com/in/isaac-ahn

isaac.ahn96@gmail.com

425-829-3026

5204 15th Ave NE Apt 308, Seattle, WA 98105

EDUCATION

UNIVERSITY OF WASHINGTON

M.S. COMPUTER SCIENCE

Jan. 2018 - Dec. 2019 | GPA: 3.70

UNIVERSITY OF WASHINGTON

B.S. COMPUTER SCIENCE

SPECIALIZATION: DATA SCIENCE

MATH MINOR | PHYSICS MINOR

Sep. 2014 - Dec. 2017 | GPA: 3.80

Cum Laude | Dean's List 2014 - 2018

PROGRAMMING SKILLS

LANGUAGES

PROFICIENT

Python • Java • C/C++ • Go

FAMILIAR

Assembly • JavaScript • C# • Ruby •
Datalog • Prolog • Racket • Haskell •
Mathematica • MATLAB • HTML/CSS

DATABASE

SQL • NoSQL

TECHNOLOGY & TOOLS

DATABASE

PostgreSQL • MySQL • Dynamo •
ElasticSearch • Couchbase • Asterix •
Influx • Kairos

MACHINE LEARNING

TensorFlow • Keras • Scikit-Learn •
PyTorch • NLTK

BIG DATA

Spark • Hadoop • Yarn

APPLICATION

JSON • Protocol Buffer • Avro • XML

VISUALIZATION

Grafana • Kibana • Matplotlib •
Tableau • Periscope

CLOUD

GCP • AWS • Azure

OTHERS

Docker • Vagrant • Airflow • Luigi •
Maven • Spring • Cucumber • Tomcat

PROJECTS

ROBINHOODAI Python | Jun. 2018

Robinhood trading bot. Models regression and various neural network concepts.

EIGENCAMERA Python | Mar. 2017

Video camera with face detection and recognition. Applies PCA and diverse classifiers.

EXPERIENCE

GOOGLE YOUTUBE RIGHTS MANAGEMENT PLAYABILITY

SOFTWARE ENGINEERING INTERN

May. 2019 - Aug. 2019 | Mountain View, CA

- Designed and implemented an anomaly detection pipeline to identify policy data corruption.
- Designed an analysis service to provide better annotations and easier debugging experience for clients.
- Created reusable modules to retrieve country restrictions for videos.
- Assisted playability country restrictions service development.

GOOGLE CLOUD AI AutoML

SOFTWARE ENGINEERING INTERN

Sep. 2018 - Dec. 2018 | Sunnyvale, CA

- Configured a pipeline to analyze usage logs.
- Implemented online and batch request validators for multiple external prediction services.
- Created a reusable module to retrieve long running operations on a requested resource.
- Prototyped a validation job for verifying displayed billing usages.

VERSIVE TEAM

SOFTWARE ENGINEERING INTERN

Mar. 2018 - Sep. 2018 | Seattle, WA

- Researched and implemented pessimistic pruning algorithm to obtain better classification results than from an existing pruning algorithm.
- Devised an internal ML job scheduler to be more functional, accessible, and cost-effective.
- Designed and rebuilt a telemetry system in order to achieve better performance and scalability.
- Researched integration of ETL workflow engines for more effective parallel job runs and visualizations.
- Maintained and tested a Machine Learning platform.

QUALTRICS LLC DATAPIPELINE

SOFTWARE ENGINEERING INTERN

Jun. 2017 - Sep. 2017 | Provo, UT

- Implemented external data ingestion service to readily validate and ingest outside-sourced data.
- Refined existing "goavro" library for extensive use at Qualtrics. Invented a new systematic conversion of Avro binary messages.

DISNEY ABC TELEVISION GROUP DIGITALMEDIA

SOFTWARE ENGINEERING INTERN

Jun. 2016 - Sep. 2016 | Burbank, CA

- Developed a synchronous video playing application with written and voice chat support. Won the first place award from DATG IdeaHack.
- Designed and implemented a telemetry service.
- Researched and implemented a new integration testing infrastructure using Cucumber.

UNIVERSITY OF WASHINGTON

TEACHING ASSISTANT

Jan. 2017 - Mar. 2019 | Seattle, WA

- **Classes:** Algorithms, Data Management, Privacy & Security, Software Design & Implementation