Isaac Padberg

Personal Website *Github* *LinkedIn*

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Professional Experience

Software Engineer/Machine Learning Engineer

Deep Analytics - January 2022 to Present

- Developed an efficient training pipeline for object detection models.
- Analyzed datasets to optimize detection of objects with few pixels on target.
- Designed, built, and tested a production grade android app.
- Communicated technical work to peers and non-technical audiences.
- Maintained remote git repositories.

Projects

UVM Men's Frisbee Website

- Laid out website into wire-frame mock-ups using Figma.
- Developed the website using ReactJs, Tailwind CSS, & HTML. Hosted on GitHub pages.

COCO Dataset Analysis

- Analyzed the COCO dataset to understand the distribution of object sizes.
- Prepared a presentation of findings for non-technical audience.

Training a Lightweight Object Detection Model

- Designed a repeatable process for training Google's Spaghettinet object detection model.
- Utilized this process at work for a larger project.
- Published a github walkthrough showing others how to train this model.

Technical Skills & Formal Education

Languages: Python(Pandas, Tensorflow, Fiftyone, Numpy), Kotlin, HTML, CSS(Tailwind), Javascript(ReactJs), SQL.

Technologies/Platforms: Git & GitLab/GitHub, Android Studios, Figma.

Specialties: Computer Vision(Object Detection), Website Development.

Education: B.A. in CS, University of Vermont, 2017-2021.