Ian Michael Gomez

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Experience

Software Engineer (L4) - Google *Mar '22 - Now*

Python, Pandas, SQL, JAX, C++, Go, Apache Beam

- Promoted from L3 to L4 after 1 year.
- Integrated modeling features to improve Ads reporting quality for Connected TV Reach and Demographic targeting precision.
- Created a data pipeline that processes data from over 100 million impressions daily.
- Coded a dashboard for monitoring metrics from our reach model allowing the team to automate validation.
- Part-time research project to use RLHF for improving Information Retrieval metrics on standard benchmarks.
- Fine-tuned a language model to generate SQL queries from natural language.

Software Engineering Intern - Google *Jun '21 - Aug '21*

Tensorflow, Pandas, Python, Java

- Implemented an end-to-end machine learning pipeline to extract domain names from phone call transcriptions.
- Programmed a data pipeline to process millions of URL data samples for model training.
- Trained a model that extracts domain names from transcriptions with transcription errors.
- The model had an average Levenshtein distance of 1.6 on the test set with transcription errors.
- Designed and Coded the back end to serve the domain extraction model.

Education

Stevens Institute of Technology

B.S., Computer Science - 3.935 *Sept '17 - May '21*

M.S., Machine Learning - 4.0 *Sept '20 - Dec '21*

Honors: Edward A. Stevens Scholarship, Dean's List

Courses: Algorithms, Data Structures, Machine Learning, Natural Language Processing, Statistical Machine Learning, Computer Vision, Deep Learning

Programming Projects

DABNet (Personal Project) *Jun '19 - Jan '20*

PyTorch, OpenCV, Python, NumPy

- A Neural Network that uses Q-learning to learn Dota Underlords.
- Using **OpenCV** for image processing and **PyTorch** to build convolutional neural networks for image classification and object detection.
- After a few training iterations (~25-50) the bot was able to win early rounds against random human players in a lobby.

MeowTalk (Hackathon Project) *Feb '18 - Jun '18*

Pytorch, Python, Numpy

- A machine learning product for recommending music based on user's input text messages.
- Developed the underlying ML model to do sentiment analysis on input user text.
- The underlying model was a seq2seq model using GLoVe embeddings and trained on a tweet sentiment dataset.

Programming Skills

Experienced With: Python, Linux, SQL, C++ **Familiar with** Go, Java, Rust, HTML, CSS, JavaScript, C

Machine Learning: NumPy, JAX, PyTorch, Tensorflow, Keras, SciKit-Learn, Matplotlib, Pandas

Full Stack Web Development: Flask, Django, React, Express

Database Technologies: PostgreSQL, MongoDB, SQLite3