James Bocinsky

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Summary: Masters student with 2+ years of experience in algorithm development on landmine datasets and internships with Harris Corporation. Skilled in machine learning, embedded systems, statistics, problem solving, and programming. Graduating May 2019.

Work Experience

Machine Learning and Sensing Lab - Graduate/Undergraduate Research Assistant (November 2016 - present)

- Designed, developed, and tested a multiple instance algorithm for sub-surface landmine detection through preprocessing, feature extraction, algorithm development, and testing of EMI data
- · Designed and instructed an Intro to Machine Learning course for incoming freshman at the University of Florida

Harris Corporation – Embedded Software Engineering Internship (May – Aug 2017)

- · Developed embedded software on the T7 robot, designed to assist in explosive ordinance disposal (EOD) missions
- · Prototyped a multicast communication protocol on a microcontroller to be used across the robot's control systems
- · Implemented and tested a smart battery status CAN messaging protocol

Harris Corporation – Software Engineering Internship (May – Aug 2016)

- · Developed Java software for the FAA that established a means of data exchange between airplanes and towers
- · Created a thread pool executor to handle a high throughput of producer/consumer messages
- · Hosted an inner team knowledge base through a closed network system server using Linux, Apache, Postgres, and PHP

Education

M.S. in Computer Engineering | Thesis | University of Florida | Graduating May 2019

· Coursework: Machine Learning, Biometrics, Big Data, Digital Signal Processing, Image Processing and Computer Vision

B.S. in Computer Engineering | University of Florida | Dec 2017 | Cum Laude | 3.76 GPA

- · Senior Project 1 Designed and implemented a standalone dawn simulating alarm clock
- · Senior Project 2 Developed and built an autonomous face detecting turret

West Shore Jr/Sr High School | 4.00 (4.40 weighted) GPA | Valedictorian

· Worked diligently and efficiently at a national blue-ribbon school, rated top 50 in the United States, and #1 in Florida (2013)

Skills & Abilities

Tech Skills

- · Machine Learning, Python, Matlab, Java, C, C++, Assembly, Linux, Shell scripting, Lua scripting, and Makefiles
- · Agile Development, Git, SVN, Logic & Digital Design (VHDL), PCB Design, Embedded Systems, and SolidWorks Certified

Management and Leadership

- · Outreach Coordinator Machine Learning and Sensing Lab (August 2017 present)
- · Website manager and player of the University of Florida men's club soccer team (August 2013 May 2017)
- · Captain of high school state champion soccer team (January 2013)

Special Interests

- · Soccer, golf, football, tennis, guitar, modifying my car, motorcycles, building computers, bitcoin, and tinkering with electronics
- · SwampHacks 24 hour hackathon where programmers come together to create an innovative project (2016 & 2017)
- · Active Club Member IEEE, HKN, UFAI, ACE