

Kerrick Staley

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Summary

Talented and motivated machine learning engineer, with comprehensive skillset for designing, implementing, and deploying ML and statistical models, from concept to production system. Leader who coordinates team-scale projects and enables others to do their best work. Strong communicator with attention to detail.

Experience

Apr 2019 – Lyft

Present *Research Scientist*

Create and productionize next-generation algorithm for realtime driver localization, using marginalized particle filter to combine data from multiple cell phone sensors.

Nov 2015 – Lyft

Apr 2019 *Software Engineer*

Re-architected monolithic service and built one of Lyft's first microservices (now 3rd largest, 250,000+ peak QPS). Led team of 2 other engineers and developed algorithms to serve geo-spatial queries. Led work on embedded software and integration for autonomous car's custom camera.

Jan 2013 – Google

Oct 2015 *Software Engineer / Site Reliability Engineer*

Kept a system serving 100,000s of QPS and storing 100s of PiB running. Built tools to monitor performance and analyze problems, and re-architected server code to improve performance and reliability. Debugged and resolved outages spanning 5+ server binaries. Advised other teams on building reliable, scalable services.

May 2012 – IBM

Aug 2012 *Software Engineering Intern, Extreme Blue*

Education

2010 – 2012 Iowa State University

B.S. Computer Engineering, minor in Mathematics (3.82 GPA)

Contributed to research in the Developmental Robotics Laboratory. Completed graduate-level machine learning and mathematics classes. Completed five semesters of Chinese language.

Accomplishments

- Authored an enhancement proposal (which is now in effect) for the Python language, edited it according to community feedback, and engaged in community discussion.
- Co-authored a paper in Elsevier's Robotics and Autonomous Systems journal on categorizing objects using sensory feedback from robotic manipulation.
- Qualified (with a team of 2 other students) for the ACM International Collegiate Programming Contest, one of only 116 teams worldwide.