Kurt Grossnickle

SOFTWARE ENGINEER | DATA SCIENTIS

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Education

Georgia Institute of Technology MS in Computer Science - Machine Learning Specialization - 3.5 GPA

December 2020

Notable Courses: Computer Vision - Machine Learning - Artificial Intelligence - Robotics - Reinforcement Learning

University of Florida – Bachelor of Science in Computer Science

August 2013-May 2018

Work Experience _____

Magic Leap Fort Lauderdale, FL

SOFTWARE ENGINEER IN AR CLOUD

March 2020 - Present

- · Wrote highly concurrent, high throughput cloud AR systems in Elixir, Erlang, Python and C++
- Created cloud object recognition pipeline with fault-tolerant worker architecture, reducing crashes and cloud costs from original pipeline
- · Reduced time to merge 3D objects from multiple inputs into one map by 80% with efficient caching and predictive algorithms
- Created cloud pipeline APIs to enable third party machine learning models to run on the Magic Leap device

Motorola Solutions Fort Lauderdale, FL

SOFTWARE ENGINEER II IN ADVANCED TECHNOLOGY RESEARCH

May 2019 - March 2020

- $\bullet \ \ \text{Authored 3 US Patents in the fields of Computer Vision, Natural Language Processing, \& Machine Learning \& implemented each to product and the fields of Computer Vision and Computer Vision are also become a supplementation of the fields of Computer Vision and Computer Vision are also become a supplementation of the fields of Computer Vision and Computer Vision are also become a supplementation of the fields of Computer Vision and Computer Vision are also become a supplementation of the fields of Computer Vision and Computer Vision are also become a supplementation of the fields of Computer Vision and Computer Vision are also become a supplementation of the fields of Computer Vision and Computer Vision are also become a supplementation of the fields of Computer Vision and Computer Vision are also become a supplementation of the fields of Computer Vision and Computer Vision are also become a supplementation of the fields of Computer Vision and Computer Vision are also become a supplementation of the fields of Computer Vision and Computer Vision are also become a supplementation of the field of Computer Vision are also become a supplementation of the field of Computer Vision and Computer Vision are also become a supplementation of the field of Computer Vision and Computer Vision are also become a supplementation of the Computer Vision and Computer Vision and Computer Vision are also become a supplementation of Computer Vision and Computer Vision are also become a supplementation of Computer Vision and Computer Vision and Computer Vision are also become a supplementation of Computer Vision and Computer Vision are also become a supplementation of Computer Vision and Computer Vision and Computer Vision are also become vision and Computer Vision and Comp$
- · Created novel human "intent" tracking algorithm with 2d and 3d computer vision mapping for security and access control
- Designed distributed python & C++ computer vision pipeline for high-throughput, real-time machine learning models of 4k video using FFMPEG, OpenCV & GPU/CUDA enabled Nvidia docker
- Communicated business value with Data Analytics & Visualization of ML model performances using Python, SQL, Pandas, Excel & Matplotlib
- · Utilized Natural Language Processing to parse radio audio input and search video feeds for police/security suspects
- Leveraged Knowledge in Git, Docker, Python, Tensorflow/TensorRT to implement, test and visualize machine learning models in the Cloud & AWS and wrote C/C++ to port these model pipelines onto Jetson Nano and other small ARM architecture devices

SOFTWARE ENGINEER IN CLOUD PERFORMANCE & DEVOPS

June 2018 - May 2019

- · Collaborated with UX team to implement custom Android keyboard which led to 50% faster typing of Police code words
- Implemented AI code reviewer with Live Data Analytics & Visualizations for the C++ & Java code base which decreased new code complexity by 30% and PR errors by 50% using SonarCube Code analysis with Jenkins and a Python Pipeline and Node.js graph visualizations
- Built an automated testing framework using Java & C++ for DSP code using Jenkins for nightly runs which reduced the time to find a DSP integration error by 2 weeks

ANDROID AND EMBEDDED SOFTWARE INTERN (2 SUMMERS)

May-Sep 2016, May-Sep 2017

Orgs, Research & Select Projects

Dance Marathon (Local Charity Raising > 2M Annually)

Gainesville, Florida

DIRECTOR OF ANDROID AND IOS DEVELOPMENT

August 2015 – June 2018

- Android and iOS app team leader for a QR code check-in system with a Firebase backend which saved 10 hours of work a week and increased App usage 300%
- Redesigned the floridadm.org website to win Best Dance Marathon Website Award in 2016 out of over 300 universities

Side Project: TridentOutreach.com (Sole Developer)

August 2019

- · Built a Node JS webapp & Electron desktop app that automates actions for Linkedin, email & other online platforms
- Improves Linkedin's search feature with simple NLP and helps > 100 paying users find ideal prospects on Linkedin
- Generates \$40,000 annual revenue through over a 100 paying users

University of Florida Research

Gainesville, Florida

MEMBER OF SMART HOME SIMULATION TEAM

December 2015 - May 2016

- · Wrote the GUI, UI and time system in C# in the Unity 3D engine to simulate the smart home owned by UF
- Our 4 person team's simulation platform decreased engineering testing time for physical devices by 40%

About Me / Skills _____

Languages & Web Python, C++, Elixir, Node.js / Javascript, Java, C, C#, HTML/CSS

Cloud & DevOps AWS, Docker, Unix, Linux, Kubernetes, CI/CD, Vagrant, Azure, Jenkins, HTML/CSS

Frameworks Tensorflow, PyTorch, Numpy, SciPy, Pandas, OpenCV, Android Studio, TensorRT, Angular

Profession Skills Git, Jira, Gerrit, Agile