Kory Ray Watson

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github.com/kory

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Technical Interests

Machine Learning, Hardware, Computer Vision

Experience

06/2018 – 09/2018   **Apple** – **SW & Machine Learning Engineer Intern** | *Apple ML and Artificial Intelligence*

06/2017 – 09/2017   G **Google** – **Software Engineer Intern, Tools and Infrastructure** | *Cloud Billing*

12/2016 – 04/2017   **UW School of Nursing** – **Software Engineer** | *Clinical Informatics Research Group*

06/2016 – 08/2016   **Microsoft** – **Software Engineer Intern** | *SQL Server Tooling, High School Intern Program*

06/2015 – 08/2015   **Blue Origin** – **Software Engineer Intern** | *Avionics*

06/2014 – 08/2014   **Boeing** – **Embedded Software Engineer Intern** | *P-8 Program*

12/2013 – 02/2014   **SeaTec Consulting** – **Lead Software Engineer Intern**

05/2013 – 05/2015   **Pacific Northwest Business Aviation Association** – **Web Manager Intern**

09/2016 – 12/2016   **University of Washington** – **IT Technician / Support**

Education

09/2016 – 12/2019   **University of Washington** – *Paul G. Allen School of Computer Science and Engineering (CSE)*
Major: Computer Engineering | GPA 3.73

Research

Winter, Spring, Fall 2018   **University of Washington** – *CSE MODE Lab Undergraduate Research Assistant*
MODE: Machine Learning, Optimization, Distributed Systems, and (E) Statistics
Project: Implementing a VAE (Variational Autoencoder) on MNIST data, testing various parameters

Classwork

EE/CS: Foundations of Computing I (Proofs, FSMs, Logic), Foundations of Computing II (Statistics), Hardware/Software Interface, Signal Conditioning, Introduction to Digital Design, Advanced Digital Logic, Systems Programming, Data Structures and Algorithms
Math: Linear Algebra, Vector Calculus with Analytical Geometry
Physics: Mechanics, Electromagnetism

Skills

Work Experience with
Java, C#, SQL, Python, Pytorch, Objective-C, Objective-C++, C++, Cocoa Framework
CSS/SASS, HTML, JS
Debian/CentOS Server Management and Administration

Used in classwork
C, C++, Verilog, Java, Python, Assembly

Familiar
Languages	Swift, Typescript, Scala
Frameworks	ASP.NET MVC (Core), Unity Game Engine
Other	Adobe Creative Suite: Premier Pro, Illustrator, Photoshop

Accomplishments

2016 – Current	**Member of UW Lavin Entrepreneurship Program**
2016, 2017	**Participated in University of Washington DubHacks Hackathon**
2016 – 2017	Member of University of Washington "Startup UW" Organization Executive Team
2016	**Participated in Microsoft //OneWeek Company Hackathon**
2011 – 2016	Developed and published tutorial videos on YouTube (over 1M views so far)
2015 – 2016	Member and communications lead of Science Olympiad team