

Lawrence Oks

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EDUCATION

University of Massachusetts Amherst, Isenberg School of Management **2022-**
Graduate Certificate Foundations of Management | GPA: 4.0

University of Central Florida, Orlando, FL **2020-2022**
Computer Science M.S. | GPA: 3.96
Focuses: Artificial Intelligence (Computer Vision, NLP), Virtual & Augmented Reality

University of Central Florida, Orlando, FL **2017-2021**
Computer Science B.S. | GPA: 3.7
Awards: Provost Scholarship, Burnett Honors College, Dean's List 8/8 semesters

WORK EXPERIENCE

Nextera Energy, Juno Beach, FL **2022-Present**

Ignite IT Leadership Rotational Program

- Digital Innovation
 - Multiple patents pending around extended reality and artificial intelligence
 - CIO Award for digital innovation, recognized for demonstrating how we can leverage metaverse technology in the energy industry across various initiatives
 - Leading planning & coordination of a company-wide, week-long hackathon; ~200 participants, mentors, judges with 6 resulting projects moving now moving into production
 - Employee Engagement lead for a cohort of 40
- Scrum Master
 - SAFe certified scrum master
 - Increased team say/do ratio by 44% in a 6-month period, along with structure and product owner relationship
- Enterprise Security Architect
 - Achieved \$500K in cost avoidance as product lead for cyber systems assessment internal tooling
 - GIAC Security Essentials certification (GSEC)
 - Evaluated cybersecurity startups in partnership with our VC arm
 - Led integration on cyber policies into internal LLM to make accessible for all employees
 - Catalyzed the standardization and streamlining of team's system architecture review process
 - Coordinated "CTF" cybersecurity challenge for 40 rotational program participants to get hands-on learning
- Innovation Engineer & AI Project Manager - FPLAir Drone Image Recognition
 - Designed and developed a pipeline for generating and self-annotating synthetic imagery using Unity 3D, enhancing AI model training for fault detection in field equipment
 - Managed external vendors to develop 4 AI models on drone imagery, reducing the need for manual visual inspections to detect faulty equipment
 - Developed strategy with Apple to effectively leverage the Vision Pro, starting with leading first project with an external vendor to develop an immersive training experience for power delivery operations
- Drone Hurricane Response Operations Coordinator (Ongoing Storm Role)
 - Responsible for coordinating the deployment of drone pilots during critical hurricane response periods

University of Central Florida, Orlando, FL **2017-2022**

Web Applications Developer | techrangers.cdl.ucf.edu

- Trained and mentored junior developers as they worked on a collection of full-stack projects, web platforms, and learning management system integrations
- Led a team of 2 to rapidly expand the educational widgets available on our in-house platform (materia.ucf.edu) by designing and implementing a Node.js server that hosts and integrates open-source [H5P](#) widgets
- Deployed Covid testing notifications for 60K+ students and faculty using AWS SNS and Lambda
- Converted 30% of our educational widget platform from PHP/Angular.js to React.js
- Developed the frontend for QuestionUp, a web/mobile application that allows students to anonymously post questions for professors in real time, using Vue.js
- Authored extensive technical documentation on server architecture, integration and deployment processes
- Implemented applications and features for an in-house workflow management suite using Django and Vue.js

- Gave 'tech talk' presentations on topics such as machine learning and CI/CD

Nextera Energy, Juno Beach, FL

Summers 2019, 2020, 2021

Software Engineer Intern

- Introduced AI and NLP to automate project planning process and save 800 hours/year in manual labor
- Implemented python automation scripts that caught when jobs were deviating from their planned costs, catching deviations as high as \$1M
- Built and deployed a serverless status page to monitor the health of an internal work management tool using Cloudformation, Lambda, APIGateway, DynamoDB, RDS, IAM, and more
- Converted CI/CD platform to Github Actions for first complex project in the company, enabling an easier transition for all future projects in a company-wide move to the new platform
- Took initiative to design and lead virtual team-building activities for interns during the pandemic

Projects (view more on my portfolio website)

Real-Time American Sign Language Recognition with Object Detection, Computer Vision

Aug - Dec 2021

Winner: Best use of Google Cloud at KnightHacks 2021

Trained and implemented a real-time ASL alphabet recognition system built on a convolutional neural network. A preliminary step to a more accessible world for the deaf and hard-of-hearing community.

Twitter Sentiment Analysis with LSTMs, Natural Language Processing

Jan - May 2021

Research paper improving the mean absolute error rate of a Twitter sentiment classifier neural network, as well as applying it to a dataset of tweets from the Coronavirus pandemic to analyze the shift in trends and user behavior.

UCF React, EdTech

Aug 2020 - May 2021

Co-led a team of 5 to design, architect, and deploy a Classroom Response System specifically for UCF as a free alternative to monitor student engagement in real time. Wrote 100% of the serverless websocket API, 50% of the REST API and 30% of the React.js frontend for a mobile & web application scalable for 60k+ students and professors.

VR Dungeons and Dragons Platform, Virtual Reality

Jan - May 2022

Created an immersive virtual reality experience to play dungeons and dragons with friends using Unity and OpenXR. Players can roll dice, interact with their character sheet, place and switch into the body of their miniature on the battle map.

Augmented Reality Portfolio, Augmented Reality

Jan - May 2022

A series of AR projects that demonstrate proficiency in concepts including tracking, situated visualization, occlusion, tangible interactions, networked collaboration and more using AR Foundation and Vuforia SDK. View here: bit.ly/3wfQvBY

AI Chess, Artificial Intelligence

Aug - Dec 2019

Built a chess AI achieving ~1500 elo rating. Board visualization and move generation based on algorithm using techniques such as search trees using minimax and alpha-beta pruning to improve efficiency. Play here: ljoks.github.io/chess-ai/

AI Pacman, Artificial Intelligence

Aug - Dec 2019

Used pacman as a platform to visualize the implementation of various AI techniques - Multi-agent search, model-based and model-free reinforcement learning, Hidden Markov Decision models, informed state-space search, Naive Bayes

PL/0 Compiler, Systems Software

Jan - Apr 2019

Implemented a compiler in C for the high level language PL/0 into assembly code

Leinecker's Lines, Web & Mobile Application

Jan - May 2019

Led a team of 5 to design and deploy a full-stack online game in which players use a mobile app as their fishing reel, using socket connections for real-time interaction with the website to catch fish as they swim by. Used Agile to manage project, Unity & C# for mobile development, Javascript and Socket.io for web.

Poltergeist, Game Development

Aug 2016 - Jun 2017

Built and deployed an online multiplayer survival/horror game using Unity3D and C#. A ghost chases players around a haunted mansion attempting to reap them into the spirit world, while players can use various power-ups and tech to hide and run.

Skills & Interest

- Programming Languages: Javascript, Python, C#, Java, C, SQL (MySQL certified)

- Tools/Dev: AWS Cloud Practitioner, Git, Unity3D, Unix CLI, Docker, CI/CD, Agile, Tensorflow, Jira, Wireshark
- Web Frameworks: Node.js, React.js, Vue.js, Flask, Django
- Design: Certified in Photoshop, AutoCAD, and MasterCAM
- Interests: Love to play any and all sports (primarily soccer), multiple instruments, board games, movies