

Lucas Glenn Weber

Entrepreneur, programmer

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Personal Statement

I'm interested in making machines that can think, and solving high-impact, real-world problems along the way.

Work Experience

Jan 2023 - Jun 2023

Senior Engineer

Berlin, Germany

Brighter AI

- Engineered a secure, Azure-based IoT data streaming and analytics platform, implementing ML deanonymization pipelines (Terraform, Kubernetes). This bespoke platform, designed and built to meet specific client needs, is being deployed to a high-profile client with 56B € in revenue.
- Developed modular batch-submission and stress-testing package, producing insights in cost, compute underutilization, scalability, and speed.
- Improved fair request scheduling for all clients by reducing wait times 10x; implemented corresponding test suite.
- Spearheaded creation of concrete roadmap for v2.0 of backend.

Feb 2020 - Mar 2021

Co-founder and Chief Engineer

Seattle, WA

Omic, Inc.

- Co-designed and deployed collaborative AI platform to support the treatment of 7,000+ human diseases, using multi-omics data and ML (AlphaFold, DRL, CNNs, GANs, BERT) for small-molecule drug discovery.
- Invented portable workflow engine integrated with UI, serverless backend, and knowledge graph (KG), responsible for processing workloads up to approximately 15 TB/week.
- Constructed 1B+ node KG fed by processed and integrated scientific articles and biological + clinical data—served as central DB for continuous data insertion and knowledge mining.
- Led teams of 12+ specialized biologists, full-stack engineers, data scientists, and web designers on 25+ bioinformatics and AI projects (all executed on our platform).
- Facilitated product demos to clients and partners with collective market cap of over \$350B.
- Was instrumental in the ideation and execution of over 200 high-impact scientific and product features.

Apr 2019 - Feb 2020

Research Scientist

Seattle, WA

Omic, Inc.

- Co-developed pharmacogenomics pipelines + personalized patient health and wellness reports.
- Increased development speed 3x by implementing stable test/production environments.
- Programmed rapid-fire prototypes, including:
 - (1) DNA file compression,

- (2) a deep reinforcement learning (DRL) and KG-based search engine, and
- (3) a clinical patient cost-spike prediction deep learning model (~.72 AUROC).

- Designed and built state machine-based conversational assistant for doctor-facing product.
- Built immunotherapy efficacy assessment pipeline for somatic cancer tissue genomes.

Sep 2018 - Apr 2019

Research Engineer

Seattle, WA

Vizinet

- Developed CNN model to predict Air Quality Index (AQI) to reduce reliance on \$10k+ hardware sensors.
- Prototyped webcrawler with ~20K images retrieved of worldwide public and scientific webcams, image galleries, and PM_{2.5} sensors. (Another 30.1K retrieved through audit.)
- Directed pre-production testing with 14 academic, government, and lay users.
- Productionized website and app with dozens of fixes and usability redesigns from user feedback.

Dec 2017 - Sep 2018

Software Engineer, Contract

Redmond, WA

Microsoft Corp.

- Maintained and contributed to privacy-critical codebases which processed petabytes of data within Azure.
- Top technical contributions:
 - (1) wrote package for processing 2M+ daily data requests,
 - (2) wrote entire team's test infra,
 - (3) wrote scripts for weekly hard-deletes on 2B+ bytes of data,
 - (4) optimized processing of user requests by 10x,
 - (5) built APIs used by over 1K Microsoft Service Teams, and
 - (6) built delete request tracking service to process data 32x faster.
- Resolved high-severity incidents with internal project managers (e.g., from Xbox, Skype) and senior staff.

Jan 2017 - May 2017

Undergraduate Researcher

Pullman, WA

Washington State University, Department of Electrical Engineering & Computer Science

- Developed conceptual framework and prototype of AI task assignment system for developer teams using SCRUM and Git, learning developer-task fit.
- Worked under advisor Jana Doppa, Ph. D, and co-advisor Venera Arnaoudova, Ph. D, in collaboration with SaaS club at WSU.

May 2016 - Aug 2016

Software Engineer, Intern

Pullman, WA

Washington State University, Department of Civil & Environmental Engineering

- Co-created scalable computer vision platform in predicting AQI (PM_{2.5}), in the study of the relationship between PM_{2.5} (induced by wildfires) and visibility via images.
- Developed Android app for crowdsourcing researchers to submit image, sensor, and observational data.

Jan 2013 - Mar 2013

Software Engineer, Consultant

Ellensburg, WA

Central Washington University, Central Access

- Developed multi-platform desktop application to help learning-disabled students read 50+ textbooks.
- Utilized PDF2text conversion to simplify display by near % for dyslexic, ADHD, and far-sighted users.
- Implemented text-to-speech feature for ADHD and blind users.

Jul 2012 - Aug 2012

Software Engineer, Consultant

Ellensburg, WA

Jim Caputo, Engineering Director @ Google

- Created mobile-first web app on Google App Engine for reporting accurate weather data to recreational Mount Baker visitors.
- Parsed, stored, queried, and ran analysis on 1M+ weather data points (XML) from NOAA with Java Server Pages, MySQL, and GCP.

Education

Aug 2013 - May 2017

B.S. Computer Science

Pullman, WA

Washington State University

Associations, Awards, and Certifications

Graduate in Deep Reinforcement Learning Nanodegree, *Udacity*

Feb 2019

Graduate in Flying Car and Autonomous Flight Engineer Nanodegree, *Udacity*

Aug 2018

Graduate in Deep Learning Specialization, deeplearning.ai

Jan 2018

Finalist at CrimsonCode, *Washington State University*

Mar 2017

- Facebook fake news classifier using Bayesian classification—achieved 95% testing accuracy.

Cum Laude (3.7/4.0 GPA) in Computer Science, *Washington State University*

May 2017

Dean's List (6x) at *Washington State University*

Jun 2015 - May 2017

Finalist at CrimsonCode, *Washington State University*

Mar 2015

- Chatbot serving natural language queries from web definitions to directions to movie showtimes.

Skills

Deep Learning (Attention Networks/CNNs/GANS/DRL)

Bioinformatics (AlphaFold/NextFlow/WDL)

Mobile App Development (Android)

Embedded Systems (ARM)

Software Architecture

Product Design

Public Speaking

Technical Writing

Automated Driving and Flying Systems

Python (Numpy/TensorFlow/PyTorch/Pandas/Seaborn)

JavaScript (React/Angular/Node/jQuery)

Cloud Computing (AWS/GCP/Azure)

Secondary languages: *Java, C#, C/C++, Julia*

IaC (Terraform, CloudFormation)

Batch Processing

(WDL/Nextflow/Airflow/Docker/Kubernetes)

Linux/Unix (Bash/Vim/TMUX)

Databases (MongoDB/MySQL/Neo4j/Grakn/Redis)

Interests

Artificial General Intelligence

Automated Robotics

Computational Omics

Computational Neuroscience

Brain-computer Interfaces

Augmented Reality

Languages

English, *Fluent*

German, *Intermediate*

Spanish, *Basic*