

# Kassandra Moriarte

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## WORK EXPERIENCE

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### **Jobot** - Computer Vision Data Engineer

May 2018 - current

Livermore, CA

- Worked with 9 product owners to identify novel solutions
- Incorporated 5 CV/ML workflows into existing back-end infrastructure
- Developed techniques to improve the reliability of virtual tour generation by 40%
- Implemented new methods of improving virtual tour quality by 29%
- Developed 20+ solutions for dealing with complicated scene geometry, reflective surfaces, and other computer vision engineering challenges
- Developed 3 new workflows for architectural feature detection

### **Apple** - Data Engineer - Computer Vision

November 2015 - May 2018

Modesto, CA

- Worked with other members of the video engineering group to mine 10,000+ users' data
- Implemented 10+ model evaluation pipelines
- Analyzed and visualized large-scale data to track trends and submissions of 500,000+ users
- Ensured code is of the highest quality throughout the SWDLC (Software Development Life Cycle) from start to finish

### **Simerse** - Data Engineer

May 2014 - November 2015

Patterson, CA

- Created 50+ synthetic data pipelines using Unity
- Designed 20+ procedural generation algorithms
- Collaborated with 5 data engineer team members to deploy machine learning pipelines
- Collaborated with 3 senior team members on 20+ scenario generations
- Organized bi-weekly standup to receive tasks, mentoring, and to provide feedback

## EDUCATION

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### **Stanislaus State University** - B.S., Computer Engineering

September 2010 - May 2014, GPA: 3.8

Turlock, CA

## SKILLS

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Python; PERL; Ruby; C#; C++; SQL; Unity; Unreal; AWS; Tableau

## CERTIFICATIONS

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- AWS