# Noah Fuery

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## EDUCATION

**M.S. in Electrical Engineering and Computer Science**    Aug. 2023 – May 2025
*Chapman University*    *Orange, CA*

**B.S. in Computer Science, Minor in Mathematics**    Aug. 2020 – May 2024
*Chapman University*    *Orange, CA*

## PROFESSIONAL EXPERIENCE

**Machine Learning Engineer Intern**    Jun. 2025 – Sep. 2025
*Roku, Inc.*    *Cambridge, UK*

- Constructed end-to-end content tagging and embedding pipeline for shortform video recommendations
- Implemented unsupervised clustering algorithm on content embeddings to discover meaningful interest categories
- Integrated LLM for automated category naming, transforming clusters into user-facing genre labels displayed in production via a shorts discovery page
- Built and deployed automated Airflow DAG for scalable tag and embedding generation, streamlining pipeline for continuous ingestion of new shorts
- Developed XGBoost classification model to predict which shorts have best and worst conversion/skip rates by merging performance metrics with clusters

**Machine Learning Student Researcher**    Nov. 2024 – May. 2025
*Chapman University*    *Orange, CA*

- Conducted research on how 3 different graph neural networks can be leveraged to predict performances of NBA players across the 2024-25 NBA season
- Constructed 82 graph snapshots utilizing APIs from NBA.com where nodes represent players and edges represent shared time on the court in a game
- Implemented GCN, GAT, and GraphSAGE models which updated node embeddings to indicate who players play with affects how well they play

**C++ and Calculus I Instructor**    Aug. 2024 – May 2025
*Chapman University*    *Orange, CA*

- Taught C++ and Calculus to over 100 students and achieved an average 4.7/5.0 student satisfaction rating
- Mentored students during weekly office hours and coordinated over 15 one-on-one appointments per month to provide additional support
- Educated students on advanced topics such as memory management differences between heap and stack leading to improved understanding among learners

**Engineering Intern**    Oct. 2023 – Mar. 2024
*California Department of Transportation*    *Irvine, CA*

- Collaborated with team of 8 engineers across 3 departments to optimize traffic operations, signals, and census stations
- Configured AI-integrated Bosch camera systems at over 30 locations to regulate inflow and outflow of traffic, reducing traffic congestion by 40%
- Improved and fixed modems at census stations to communicate to TMC network, increasing communication speeds by 55%
- Organized and highlighted areas of improvement in over 100 traffic intersections to further improve congestion and cost effectiveness

## PROJECTS

**Personal Website** | *JavaScript, React, Tailwind CSS, Framer Motion, Vercel*    Nov. 2024 - Jan. 2025

- Designed a personal portfolio website showcasing skills and experience using React and Tailwind CSS
- Implemented over 5 unique animations with Framer Motion to enhance user engagement and smooth page transitions
- Integrated an EmailJS-powered contact form and deployed site using Vercel with hosting through Cloudflare

## TECHNICAL SKILLS

**Languages**: Java, Python, C, C++, SQL, JavaScript, HTML/CSS, C#, Swift, R
**Libraries/Frameworks**: React, Tailwind CSS, Framer Motion, TensorFlow, PyTorch, RStan
**Development Tools**: Git, Docker, Visual Studio Code, Rider, Jenkins, DataGrip, Wireshark, Unity, Vercel, EmailJS, Cloudflare