

# Nikki Taylor

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## EXPERIENCE

### Technical Operations Specialist, Playstation Studios

February 2024 – Present

- Migrated entire UI of internal web tool from JQuery UI to Bootstrap, including redesign of several areas of the site for better usability and accessibility.
- Developed a Python based data pipeline to automate processing for games user research reporting that saved 10 hours of billable researcher time monthly.
- Refactored legacy PHP application to introduce separation of concerns and object oriented programming with an MVC pattern. Deployed new features for interacting with Qualtrics surveys and playtest data.
- Championed the introduction of software development standards, including code review, automated deployment, Jira workflows.

### Machine Learning Engineer, Headspace

November 2021 – February 2024

- Delivered a large language model based system for content recommendations from clinical free text data. Led project end to end including exploratory data analysis, model development, and deployment. *Patent application in progress.*
- Created abstractions for custom CI that enabled easy implementation of automated unit testing and integration testing for over 10 production microservices.
- Created a reusable module using Typescript and AWS CDK to provision infrastructure and orchestrate workflows for batch ML models that simplified the deployment process by hundreds of lines of code per model.

### Graduate Machine Learning Researcher, Stanford University Helix Group

June 2020 – June 2021

- Developed an embedding based machine learning method to classify genes associated with the pathogenesis of nonalcoholic steatohepatitis used to validate results from in vivo experiments.
- Publication: *Mapping transcriptional heterogeneity and metabolic networks in fatty livers at single-cell resolution, iScience, 20 January 2023.*
- Shaped and led communications of complex technical and analytic results to broad groups of stakeholders, including funders, corporate partners, and academic researchers.

## EDUCATION

### Stanford University

*M.S. Biomedical Data Science*

2020 – 2021

*B.S. Human Biology - Computation and Neuroscience*

2016 – 2020

**Awards:** Phi Beta Kappa, Joshua Lederberg Award for Academic Excellence in Human Biology

**GPA:** 4.03

**Relevant Coursework:** Computer Organization and Systems, Data Management and Systems, Design and Analysis of Algorithms, Machine Learning, Data Science for Medicine

## SKILLS

**Programming - Highly Proficient:** Python, Javascript, Typescript, PHP, HTML, CSS, SQL, R

**Programming - Familiar:** React, React Native, C++, C, C#

**AWS:** CDK, Lambda, CodeBuild, CodePipeline, SageMaker, Fargate, Step Functions, CloudWatch, DynamoDB

**Other:** Git, CI/CD, shell scripting, object oriented programming, test driven development, Docker

## PROJECTS

### React Job Classifier Website

- Used Selenium to scrape job posting data from a public website.
- Created a React web app with a FastAPI + Python backend to allow users to input desired characteristics of jobs in free text, and rank and display the classified jobs in tabular format based on the inference output of a HuggingFace zero shot classifier.

### Deep Learning Assisted Parameter Mapping for the Assessment of Stroke Lesions (Graduate Capstone)

- Built software to segment stroke location in brain images (DWI and MRP) using UNET and Convolutional Neural Networks with Keras and Tensorflow.