

Nathan Moses

Systems Engineer

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Motivated Computer Science graduate with a strong foundation in software development, computer vision, and deep learning. Seeking to leverage technical skills and hands-on experience to contribute to the success of any company. Looking to find a place where I can help to tackle complex problems and drive innovative solutions.

Education

Bachelor of Science – Computer Science
SUNY Oswego

May 2024

Experience

Country Max
Crew Member/Key Holder

June 2022 — August 2023

- Promoted to key holder after nine months due to always being reliable and effectively communicating with colleagues.
- Resolved customer complaints and provided solutions, enhancing customer satisfaction and loyalty.
- Demonstrated strong attention to detail in identifying and addressing issues.

Computer Vision Project
Team Lead

August 2023 – December 2023

- Developed a video processing system using Python's OpenCV library to analyze and extract
- Collaborated with cross-disciplinary teams to meet project requirements and effectively communicate technical concepts
- Created a robust pipeline for processing unstructured video data, demonstrating experience in distributed processing and system integration

Generative Adversarial Network Project

August 2023 – December 2023

- Designed and implemented a GAN using Python's PyTorch and TensorFlow, focusing on optimizing model performance through iterative testing of parameters.
- Enhanced the system's output quality by adjusting hyperparameters, showcasing strong analytical and optimization skills.
- Gained experience in deep learning methodologies, relevant to Amazon's cutting-edge technology initiatives.

Technical Skills

- **Programming Languages:** Python, Java, C++
- **Technologies:** Cloud Services, Machine Learning, Deep Learning, Containerization (Docker and Kubernetes)
- **Soft Skills:** Excellent Communication, Effective Problem-Solving, Teamwork, Strong Attention to Detail