

ODUWA EDO-OSAGIE

A PhD student who loves solving problems. I am passionate about what I do and find myself constantly working on projects.

EDUCATION

- 2016 – NOW **PhD Applying Machine Learning To Syndromic Surveillance of Web and Social Media Data**
The University of East Anglia, Norwich
- 2015 – 2016 **MSc Advanced Computing**
The University of East Anglia, Norwich
- 2012 – 2015 **BSc Software Engineering**
FINAL GRADE: STARRED FIRST CLASS - 80.12%
The University of East Anglia, Norwich

PUBLISHED PROJECTS

- 2018 **PyTxtSum (github)**
Neural text summarization application for medium-to-large texts as well as short texts
- 2017 **Ludere Playlist Generation Engine (github)**
Desktop app using a machine learning powered engine to suggest new music based on a user's taste
- 2016 **Pic-numero (github)**
Project exploring counting objects in images using image analysis and machine learning.
- 2016 **Gary (github)**
General purpose programming language with a twist - customisable keywords!
- 2015 **Syren (website)**
A music app that allows you to send and receive music in the form of retro mix-tapes.
- 2015 **GameBoy Emulator (youtube)**
An emulator for the Nintendo GameBoy.

For more of my work, please see my website and Github.

AWARDS AND MISCELLANY

- . Winner of 2015 Facebook-Intertech Hackathon (link)
- . First Place, UEA Mobile App Challenge 2014
- . Founding member and committee member of UEA Computing Science Society

PUBLICATIONS

- 2019 **Attention-based Recurrent Neural Networks for Short Text Classification in Social Media Mining and Public Health Monitoring**
Under submission. Request Manuscript
- 2019 **Using Twitter To Generate Signals For The Enhancement Of Syndromic Surveillance Systems: Semi-Supervised Classification For Relevance Filtering in Syndromic Surveillance**
www.biorxiv.org/content/10.1101/511071v1
- 2018 **Deep Learning for Relevance Filtering in Syndromic Surveillance: A Case Study in Asthma/Difficulty Breathing**
ueaeprints.uea.ac.uk/69759/

WORK EXPERIENCE

JANUARY 2017 - PRESENT

Populi.io, London

Machine Learning Scientist (Part-time)

Research and implement machine learning techniques for new features to improve app experiences. Also use data mining techniques to gain commercial insight from logged customer behaviour and app usage. Developed a computer vision feature allowing the automatic recognition of paintings and artworks.

APRIL 2017 - DECEMBER 2017

NOMTEK, Wroclaw

Machine Learning Consultant

Assisted with projects requiring machine learning and academic expertise. Completed a natural language processing project that involved making a clone of the Amazon echo device.

JANUARY 2016 - PRESENT

University of East Anglia, Norwich

Data Mining Teaching Assistant

Run seminars and lab sessions for the data mining module where I teach and demonstrate different statistical and NLP techniques for data and text mining.

OCTOBER 2016 - PRESENT

University of East Anglia, Norwich

PhD Researcher

Research a way to employ real-time web and social media data for timely syndromic surveillance.

So far, has involved applying natural language and text processing to tweets to detect signals.

SUMMER 2015

RealVNC, Cambridge

Software Engineering Intern

Was responsible for creating a VNC server for the Android platform. Created a way to gain remote access to Android devices from other kinds of devices. Had to work on a large codebase and coordinate changes and additions using source control.

SKILLS

ADVANCED	Python, Objective-C, C/C++, TensorFlow, Java, SQL, TCP/IP, git
INTERMEDIATE	Swift, Bash, MongoDB, MATLAB
BASIC LEVEL	Ruby, Go, Scala

RELEVANT LINKS

OPEN-SOURCE WORK	https://github.com/oduwa
EMAIL	O.Edo- Osagie@uea.ac.uk