Patrick Lehman

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EDUCATION

University of Florida

Gainesville, FL

Bachelor of Science in Computer Engineering, Minor in Biology

August 2020 - December 2024

Notable Coursework

Software: Machine Learning Fundamentals, Signals and Systems, Data Structures and Algorithms,

Computational Linear Algebra, Natural Language Processing, Operating Systems *Hardware:* Digital Design, Digital Logic and Systems, Microprocessor Applications

EXPERIENCE

Machine Learning Engineer Intern

Mar. 2024 - Aug. 2024

Ford Motor Company

Dearborn, MI

- Analyzed global analytics on plant efficiency and vehicle warranty usage to derive models for car defect forecasting and determine metrics of focus
- Discovered improperly calculated metrics by experimentally determining their lack of utility and successfully endorsed their replacement.
- Helped discover new metrics that more accurately determine warranty expenditure and vehicle defect rates

Algorithm Engineering Intern

May 2023 – August 2023

Neurava

Baltimore, MD

- \bullet Improved feature information capture by 358% through the automated calculation of energy-entropy ratio for various wavelets
- Analyzed biological signals using Continuous Transformers, Decision Trees and Wavelet Transforms
- Automated the discovery of new and efficient epilepsy detection algorithms by developing a feature extraction and model validation pipeline

Machine Learning Research Intern

Nov. 2022 – April 2023

Fire Neural Network

Gainesville, FL

- Utilized Pytorch Lightning and Weights and Biases to produce an automated pipeline that experimentally determined the best hyperparameters for a Vision Transformer used for image segmentation
- Produced internal tools for associating satellite images with related geoJSON data to produce files compatible with common mapping software, e.g. ArcGIS, QGIS
- Optimized model inference, increasing model throughput 4.5x

Researcher

Jun. 2022 – Dec. 2022

University of Florida Interactive Visualization and 3D Graphics Lab (SurfLab)

Gainesville, FL

- Trained and tested various segmentation models, including Video Vision Transformers and 3D UNet's
- Employed Lightning AI on the University of Florida hypercomputer to train the segmentation model on a distributed system of GPUs

Projects

Educatus | NextJS Web app for providing study/research utilities to students

Oct. 2022 - Oct. 2022

- Utilized the OpenAI API in conjunction with various task-specific models (BART, BERT,etc) to provide scholastic tools to students via a web app
- Functionality included: text summarization, automated text rephrasing for audiences of different technical levels, automatic quiz generation, Named Entity Recognition/definition and more

Medmodeler | PyTorch Vision Transformer for segmenting CAT Scans

Jan. 2022

- Employed Tensorflow and PyTorch Lighting to produce a machine learning model for segmenting medical imagery
- Accurately reproduced standard medical image segmentations compatible with common medical visualization tools

Rollsolid | Data-Based Tooling for Texas Holdem Poker

Jun. 2023

- Produced a Render-hosted API that utilized Stochastic simulations to approximate odds of winning for each hand
- Improved simulation speed by over 741% using parallel and nested hashing structures.
- Implemented common poker evaluation algorithms, such as implied pot odds and implied odds dollars

Extracurriculars

Clubs: AI Research and Development Club (Technical Lead), UF Programming Club

Competitions: SwampHacks VIII (Winner), Work of Art Hacks (Winner), UF ASA Datafest(Winner), UF AI Days (Honorable Mention), Georgia Tech RoboTech