Randall Pulido

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WORK EXPERIENCE

Lyft, Inc. Oct. 2022 – Apr. 2023

Machine Learning Software Engineer

Remote

- Played a pivotal role as one of two lead developers in a high-impact \$20 million revenue project for optimizing rideshare pricing's reinforcement learning models.
- Collaborated closely with a cross-functional team to design a bias-learning neural network, anticipated to reduce the overall error of the target price adjustment model by 3-5%.
- Engineered dashboards and alert systems, providing comprehensive monitoring coverage for 25% of the live
 production system's functionality. Enabled swift issue diagnosis, achieved significant time and resource savings, and
 provided insights into critical metrics.
- Pioneered a novel performance drift detection and retraining procedure, optimizing the efficiency and adaptability of the subject model.
- Interpreted, preprocessed, and strategically leveraged 4 months of incoming market and error metric data, contributing to informed decision-making and continuous model improvement.

Edammo, Inc. May 2021 – Jan. 2022

Machine Learning Software Engineer Intern

Remote

- Explored innovative approaches to improve classification and regression algorithms tailored for MLaaS applications.
- Implemented a model ensembling validation technique, achieving a 4% reduction in overall error.
- Developed a dimensionality reduction algorithm with a 100% speed improvement over standard methods.
- Integrated an anomaly detection and replacement algorithm, contributing to a 2% reduction in overall error.

Online Tutor Jun. 2023 – Present

 Tutored high school and college students in computer science, mathematics, and physics. Designed lesson plans, and provided notes and practice problems to foster their understanding.

Paleomagnetic Lab, Caltech

Jun. 2019 - Sep. 2019

Summer Undergraduate Research Fellow

Pasadena, CA

 Generated complex visualizations using the First Order Reversal Curves technique to analyze magnetic particles in small tissue samples, enhancing our understanding of their behavior in biological systems.

EDUCATION

California Institute of Technology

Jun. 2022

Bachelor of Science, Computer Science

Pasadena, CA

SKILLS

- Programming Languages: Python, SQL, C, C++, Java, R, MATLAB
- Machine Learning and Data Analysis: PyTorch, TensorFlow, Scikit-Learn, Keras, Numpy, Pandas, XGBoost
- Tools: Git, Kubernetes, Docker, AWS, Grafana, Kibana, Apache Airflow, Apache Hive, PrestoDB, Jira

PROJECTS

Enhancing Creativity through Artificial Intelligence (NLP)

Sep. 2023 - Present

Inspired personal songwriting by leveraging LSTM networks that generate unique song lyrics.

Data-Driven Vaccine Forecasting

Mar. 2021 - Jun. 2021

Designed a more equitable distribution of COVID-19 vaccines using forecasting models.

Exploring Noise Propagation of Adversarial Images

Apr. 2021 - Jun. 2021

Investigated adversarial perturbations, providing insights into image recognition vulnerabilities.

Interests: Rugby, Guitar, Poker, Chess, Wrestling, Strength Sports