REED S. R. GRIMM

Machine Learning/Artificial Intelligence Engineer

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rsrgrimm | rsrgrimm

SKILLS

- Machine Learning
- Artificial Intelligence
- Data Processing
- Research
- Technical Communication
- Statistical Analysis
- Data Visualization

TOOLS

- Tensorflow
- Keras
- SQL
- Pandas
- Matplotlib
- Seaborn
- Microsoft Office

LANGUAGES

- Python
- Java
- C/C++

PRIOR EXPERIENCE

Project Engineer | UL
2016 – 2018

R&D Associate Engineer | TransEnterix, Inc.
2015 – 2016

PRIOR EDUCATION

Bachelors - Mechanical Engineering | North Carolina State University
2013 – 2015
- GPA: 3.76
- Summa Cum Laude

Bachelors - Engineering Physics | Elon University
2010 – 2015
- GPA: 3.78
- Phi Beta Kappa

ABOUT ME

Enthusiastic and creative impending Master's graduate seeking a full-time position incorporating machine learning and artificial intelligence. Experienced in diverse methods and architectures through numerous applied projects and consultancy.

RELEVANT EXPERIENCE

Machine Learning Consultant | Syngenta

10/2021 – Present | Durham, North Carolina

- Prepared and cleaned organism genomic data for feeding into predictive models
- Through data analysis, discovered significant, previously unknown relationships between CDS sequences, protein structure, and trait expression
- Tuned transformer models to predict trait expression level across tissue types from CDS sequences, resulting in a 0.18 increase in F1-score over baseline despite heavily imbalanced, highly complex input data

EDUCATION

Masters - Computer Science | North Carolina State University

08/2020 – 05/2022 | Raleigh, North Carolina

- Data Science Track
- GPA: 3.89
- Course Highlights: Automated Learning and Data Analysis, Neural Networks and Deep Learning, Artificial Intelligence 1 & 2, Social Computing and Decentralized AI, Graph Theory, Data Structures

PROJECTS

Time-Series Deep Learning for Smart Prosthesis Terrain Classification

- Competed with 40+ teams to classify terrain types from lower-limb IMU data
- Built a long-short-term memory (LSTM) deep learning model to classify terrain based upon sensor readings
- Achieved 3rd place in competition with a test macro average F1-score of 0.931

Generative Adversarial Network for Curated Abstract Art

- Trained a GAN model on 8,000+ samples of abstract art
- Experimented with various fine-tuning methods using a curated sample subset
- Determined that freezing 50% of GAN discriminator layers achieved 100% reduction of disliked styles, 70% higher preferred image generation over base model, and minimal overfitting artifacts despite limited tuning data