

DEVELOPMENT EXPERIENCE

New Relic

Machine Learning Software Engineer

Portland, OR

May 2019 - Present

- Development of unsupervised learning techniques grounded in Topological Data Analysis.
- Developing applications of Topological Data Analysis for exploring and explaining machine learning systems.

Washington State University

Graduate Research Assistant

Vancouver, WA

Aug 2017 - May 2019

- Development of unsupervised learning techniques grounded in Topological Data Analysis.
- Developing applications of Topological Data Analysis for exploring and explaining machine learning systems.

Pacific Northwest National Laboratory

Visiting Graduate Researcher

Richland, WA

May 2018 - August 2018

- Incorporated mathematically rigorous unsupervised learning methods into visual data exploration tools.
- Developed of image processing pipeline for incomplete image data using machine learning techniques.

Rohde and Schwarz

Software Development Engineer in Test

Beaverton, OR

Mar 2017 - Aug 2017

- Maintained end-to-end test framework for radio-communication hardware in Python and C++.
- Extended tests infrastructure to accomodate new signal processing algorithms and new hardware.

Performance Logic, Inc

Applications Developer

Portland, OR

Apr 2016 - Mar 2017

- Implemented xUnit port and automated testing system for a proprietary script language.
- Designed and developed user interface and data schemas for hospital reporting system.

SKILLS

Languages: Python, Javascript, C++, L^AT_EX

Frameworks & Technologies: Scikit-Learn, NumPy, Scipy, Pandas, Keras, React, Flask, pytest, Git, Sphinx

EDUCATION

Washington State University

Masters of Science in Mathematics

Vancouver, WA

May 2019

University of Hawai'i at Mānoa

Bachelor of Arts in Mathematics

Honolulu, HI

June 2015

PROJECTS

Scikit-TDA (scikit-tda.org): I develop, curate, and maintain a suite of Python libraries for Topological Data Analysis intended for industry and academic data scientists.

ACADEMIC WORK

N. Saul, and D. L. Arendt, *Explainable Machine Learning with Topological Data Analysis*. Demo in VISxAI Workshop at IEEE Vis 2018. Berlin, Germany, October 2018.

E. Corbett, **N. Saul**, and M. Pirrung, *Interactive Machine Learning Heuristics* in Learning from Users Workshop at IEEE Vis 2018. Berlin, Germany, October 2018.

C. Tralie, **N. Saul**, and R. Barr-on, *Ripser.py, A Lean Persistent Homology Library for Python* in The Journal of Open Source Software, September 2018.

L. McInnes, J. Healy, **N. Saul**, and L. Großerger, *UMAP: Uniform Manifold Approximation and Projection* in The Journal of Open Source Software, September 2018.

B. Krishnamoorthy, **N. Saul**, and B. Wang, *Stitch Fix for Mapper* in Young Researchers Forum at International Symposium on Computational Geometry. Budapest, Hungary, June 2018.

M. Fahad, **N. Saul**, Y. Guo, and B. Bingham, *Robotic Simulation of Dynamic Plume Tracking by Unmanned Surface Vessels*, in Proceedings of IEEE International Conference on Robotics and Automation, Seattle, WA, May 2015.