Scott Watanuki

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Education

Georgia Institute of Technology Expected Graduation: May 2025

Bachelor of Science in Computer Science *Major GPA: 4.0/4.0*

- **Specializations**: Information Internetworks, Artificial Intelligence
- **Relevant Coursework**: Software Engineering and Software Design, Data Structures and Algorithms, Object Oriented Programming, Computer Organization and Programming, Probability and Statistics, Multivariable Calculus, Discrete Mathematics, Linear Algebra

Work Experience

Software Engineer Intern November 2022 – August 2023

GL Navigation

- Implemented machine learning based emotion recognition model into production with Python, DeepFace, OpenCV
- Incorporated parallel/batch processing, and TensorFlow to enhance emotion recognition model's runtime
- Automated video retrieving process to increase developer productivity by utilizing Python and Box SDK
- Created Python-based web scraper to extract textual data using Selenium Webdriver and BeautifulSoup
- Reduced code base by 50% by implementing object-oriented programming techniques to modularize code

Software Engineer Intern June 2022 – August 2022

GL Navigation

- Redesigned and improved speaker data collection process by 50% using Python and OpenCV
- Increased student engagement by 20% by quantifying speaker frequency and speed using Python and OpenCV
- Visualized results to CSV file for increased user experience in interpreting data and further analysis
- Streamlined data preprocessing using AWS Transcribe to output JSON file containing speaker segmentation data

Machine Learning Engineer and Researcher April 2021 – October 2021

John and Violet Kay Summer Research Fellowship

- Designed and implemented a convolutional neural network using Python to accurately diagnose cataracts
- Engineered light-weight model using transfer learning with TensorFlow, Keras, Numpy, Matplotlib
- Decreased false diagnosis through testing five optimization algorithms and six learning rates
- Prevented overfitting of the model and reduced loss rate by incorporating data augmentation and dropout layers

Projects

2D Dungeon Crawler Game | *Java, Android Studio, Gradle, Git, GitHub*

- Designing and developing 2D Dungeon Crawler game where players navigate rooms and combat enemies
- Creating domain models, use case diagrams, and singleton design patterns along with extensive testing of code

Leadership and Awards

Vice President of Technology | *Big Data Big Impact @ Georgia Tech* July 2022 – August 2023

- Mentoring 10 tech and project leads, guiding for successful execution of software projects leveraging AI & big data
- Orchestrating web development team for development and maintenance of the organization's website

Founder | *Nalukai Academy Startup Accelerator* June 2022 – July 2022

- Selected and participated in intensive accelerator program with mentorship from high-profile venture capitalists
- Led four-person team to develop a business plan and model for selling movable desks, culminating in a pitch

Founder, Award of Honor, 1st Place Pitch | *Stanford e-Entrepreneurship* July 2021 – October 2021

- Directed team to first place in pitch competition evaluated by venture capitalists from top firms in Silicon Valley
- Obtained the highest final grade of 98%, resulting in an award of honor given to the highest performing participant

Skills

Programming Languages: Python, Java, JavaScript, HTML/CSS, C/C++, Assembly
Developer Tools: Git, GitHub, Linux Command Line Interface, Tensorflow, Keras, OpenCV, Pandas, Matplotlib, NumPy, AWS, Android Studio, Gradle, Docker
Concepts: Backend, Frontend, Fullstack, Web Development, Mobile Development, API, Object Oriented Analysis/Design, Version Control, Testing, Code Review, Debugging, Agile, Waterfall