JONATHAN WARFIELD MEYER

 Github ⎔ LinkedIn ⎔ Portfolio ✉ j.warfieldmeyer@gmail.com

EDUCATION

University of California, Riverside

Master of Science in Computer Science, 3.7 GPA   *June 2022*
- Electives: Data Mining, Databases, Software Verification, Real-Time Operating Systems

Bachelor of Science in Computer Science, 3.33 GPA   *June 2020*
- Electives: Natural Language Processing, GPU Architecture, Embedded Systems

TECHNICAL SKILLS

Programming Languages:	Python, C, C++, Go, TypeScript, JavaScript, HTML, CSS, Web Assembly
Data Science Frameworks:	SciKit-Learn, ONNX Runtime, PyTorch
Miscellaneous Proficiency:	Version Control, Regression & Unit Testing, Unix, Windows
Certification:	**SWIFT Yellow Belt, 2023** - Software Craftsmanship, Intel Corporation

WORK EXPERIENCE

Software Engineer Intern   *May 2022 - December 2022*
Intel Corporation — San Diego, California (Remote)

- Collaborated with a small team on training supervised machine learning models in a simulator for a confidential product where my contributions significantly improved accuracy at no cost to speed.
- Enhanced data ingestion process to allow for additional analysis with minimal impact to throughput.
- Followed software engineering principles: testing, version control, object-oriented programming.
- Wrote documentation & tutorial to ensure work was properly transferred to team at the end of the internship.

PROJECTS

T3rra-Viz

full-stack web application with machine learning

- Classifies Iris Flower Species using XGBoost, a state of the art machine learning model.
- Cross language machine learning where the Training pipeline is in python, but inferences natively in the client's browser.
- Built on top of create-t3-app and T3 stack(TypeScript, NextJS, TailwindCSS) with ONNX Runtime integration via Web Assembly (WASM).