# ZACH WILSTERMAN

MACHINE LEARNING ENGINEER

## PROFESSIONAL SUMMARY

Results-driven machine learning engineer with a background in project coordination and management. Highly skilled in communication and teaching, with a keen eye for detail and exceptional time management ability. Proficient in building machine learning models using Python and Tensorflow, and adept in data research, processing, and analysis utilizing tools such as NumPy and Pandas.

## CONTACT


Tulsa, OK

wilstermanz@gmail.com

(918) 946-6073

github.com/wilstermanz

linkedin.com/in/wilstermanz


## EDUCATION

### Holberton School Tulsa

Diploma in Computer Science and Machine Learning Engineering

May 2022 - Dec 2023

- September 2022 Student of the Month recipient
- 20-month software engineering school offering a peer and project-based learning approach
- Foundations curriculum spans from fundamentals in C to Full Stack Web Development, including Front-End, Back-End, and DevOps engineering
- Machine Learning curriculum encompasses mathematical aspects of ML, reinforcement learning, neural networks (recurrent and convolutional), unsupervised learning, exploration data analysis, and data science

### University of Oklahoma

Mechanical Engineering

May 2010 - May 2012

- Completed coursework in mathematics, physics, and engineering principles relevant to machine learning and data analysis
- Developed a strong foundation in problem-solving and analytical thinking

## SKILLS

- Python
- C
- Bash
- JavaScript
- Linux
- CV2
- Pandas
- NumPy
- SQL
- Tensorflow
- Scikit-Learn
- Scipy

## PROJECTS

### CIFAR-10 Classification Model

https://github.com/wilstermanz/holbertonschool-machine_learning/tree/main/supervised_learning/0x02-transfer_learning

April 2023

- Uses transfer learning to apply custom layers to frozen EfficientNet model
- Classifies CIFAR-10 images with >94% top-1 accuracy

**Technologies**: Python, Tensorflow, NumPy

### YOLO Object Detection

https://github.com/wilstermanz/holbertonschool-machine_learning/tree/main/supervised_learning/0x00-object_detection

April 2023

- Implementation of YOLO algorithm to classify objects in images
- Applies boxes, confidence, and class name to detected objects

**Technologies**: Python, Tensorflow, NumPy, CV2

### Space Bubbles

https://github.com/wilstermanz/space-bubbles

December 2022

- Arcade-style game inspired by Space Invaders and Bubble Shooter
- Created during the Holberton Hack Sprint in a three person team
- Responsible for collision detection, game logic, and sprite artwork

**Technologies**: Python, Pygame, REST API, SQLite

## WORK EXPERIENCE

### APS FireCo / Marmic Fire & Safety

Portable and Pre-Engineered Systems Technician and Project Coordinator

2019 - Present

- Training 6 technicians for state licensing exams and job proficiency over 2-4 month periods
- Expediting, troubleshooting, and improving system installations through collaboration with internal and external stakeholders to complete 100% of projects on time
- Communicated technical concepts and processes to non-technical individuals

### Quiktrip, Inc

Assistant Manager / Clerk

2012 - 2019

- Managed small teams of 4-8 clerks in order to maintain store quality standards while providing excellent customer service to up to 2500 customers per shift
- Demonstrated flexibility by working with different teams daily, covering over more than 70 different locations
- Maintained greater than 90th percentile in position for all tracked metrics including customer service, store cleanliness, and cash handling