Yale Thomas   1 (314) 630 9258   lordchair@gmail.com

Javascript	+++
HTML	+++
CSS	+++
Git	+++
SVN	+
Bash	++
Spark	++
Tensorflow	++
Mathematica	++
Matlab	+
SQL	+++
Python	+++
Java	++
Ruby	+++
Photoshop	++

I am a software engineer at Tophatter working on using machine learning to improve user experience. I grew up along side the field of UX, and developed a passion for improving the ergonomics of user-computer interaction. At first I approached the problem from the perspective of UI design, "The Visual Display of Quantitative Information" had quite an impact on me, and showed me how much better our programs can be at talking to humans. Recently I have been working on improving that conversation from a different direction, using machine learning to answer questions and surface information that would otherwise be too difficult to communicate. I am transhumanist at heart and believe that we are quickly moving towards a time where the boundary between user and computer will fade. I want to help us get there.

Tophatter - Full Stack Software Engineer   2017 - 2018

Q1: Started off working on front end web. Pitched, got 2 weeks to build, and demoed a react version of Tophatter. Didn't get support to move forward with it.

Q2: Learned Rails and transitioned to full stack.

Q3: Moved to data team, was tasked with personalization. Pitched, architected, and implemented collaborative filtering model for product recommendation.

Q4: Worked with team of 3 to rebuild product deduplication pipeline from the ground up. Used neural networks to process item features into a few feature vectors, generated candidates using faiss vector similarity search, judged if candidates were actually duplicates using a random forest (couldn't generate good enough training data to make the NN I was playing with better)

Q5: Pitched, designed, and built a human review queue for our model to get ground truth data for product deduplication. This improved the performance of the NN I had set aside before, deduplication now powered by a siamese network. Closed the training loop so the system will continue to improve with time.

Q6: Infrastructure work on data pipelines. Built service that efficiently tracks recent user-product interactions using ring buffers in redis. Requested a week to work on web performance and had a big win: stat sig +6% new user conversion and +4% total revenue on web.

Working with: rails, coffeescript, python, spark, tensorflow

Pandora - Web Team Engineer   2015 - 2017

Worked on angular UI for a tool for artists to send messages to their listeners.
Spent last year and a half working on complete react rewrite of web client.
Implemented Pandora Premium subscription tier on web.
Worked with: react, javascript, HTML, CSS

Rdio - Web Team Engineer   2014 - 2015

Finally learned how to really work effectively in a software development team as an intern here.
Dropped out of school to pursue a full time software engineering position.
Worked on "music feed", the current rdio.com homepage page.
Implemented a user exit survey that collects much more information than before.
Pitched, created, and deployed a viewport tracker for the content on our homepage.
Implemented Rdio Select subscription tier on web.
Upgraded multiple admin pages with better visualizations/UX.
Worked with: javascript(backbone and react), HTML, CSS, SQL, python

Facebook - Site Integrity Team Intern   - 2013

Worked with content review staff to improve internal tools that had been slowing them down.
Really enjoyed the challenge of making an interface that is intuitive and looks good.
Productivity could have been better, I was afraid of asking for help because I wanted to look smart. I learned from my experience.
Worked with: PHP, HTML, CSS

see http://y4le.github.io/react-resume/ for full resume