BRENDAN KEANE
Machine Learning Engineer

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SUMMARY

Brendan Keane is a machine learning engineer with over 7 years of experience in Python development. His experience in product design, data science, and AI research make him uniquely qualified to build machine learning models with the end user in mind. He is currently looking for full-time opportunities as a Machine Learning Engineer.

EXPERIENCE

Machine Learning Engineer   August 2023 - Present
Smash Technology, Seattle, WA
- Technologies used: Python, Pandas, JavaScript, GPT-4, SQL
- Patented two machine learning technologies for generative tech-industry learning experiences.
- Managed and mentored internship team to design a web-based AI chatbot assistant.
- Designed game-based learning experiences for consumer-facing database engineering courses.

Data Engineer   May 2023 - Present
Rough Draft Media, Seattle, WA
- Technologies used: Python, PyTorch, TensorFlow, SciKit-Learn
- Built data set of all 600,000+ NBA plays from 22-23 season for machine learning applications.
- Developed Python programs to collect data for a sampling-based music recommendation system.
- Designed an information system to increase a non-profit's marketing productivity by 400%.
- Created network-based file management system to securely access 8+ TB of 4K video.

AI Researcher   September 2022 - June 2023
ChatDWG, University of Washington
- Technologies used: Next.js, JavaScript, Python, Pandas, Altair
- Conducted data collection of human and ai writing to conduct human-ai detection with 20+ users.
- Developed website connected to Open AI's GPT-3.5 API to test human-ai writing detection.
- Developed Python program to scrape ChatGPT chat logs and process data into a CSV format.
- Reduced testing frustration by over 40% through A/B testing and measuring with NASA surveys.

Data Scientist   June 2022 - September 2022
Mapping American Social Movements Project, University of Washington
- Technologies used: Python, Beautiful Soup, Matplotlib, Jupyter Notebooks, NumPy
- Developed a Python program to scrape metadata from 10,000+ historical newspaper articles.
- Analyzed archive metadata with machine learning classification to detect news coverage spikes.
- Created data visualizations to communicate machine learning findings to stakeholders.

Product Designer, Mobile   June 2020 - September 2022
Flourish, Remote
- Digitized health data analysis by converting paper-based surveys into JSON-based data structures.
- Reduced survey fatigue by 55% using UX design principles to decrease user cognitive load.
- Designed an app to facilitate LLM training to improve outcomes in chatbot therapy.

EDUCATION

University of Washington
Bachelor of Science in Human-Computer Interaction. GPA 3.71
Relevant Coursework: Interactive Data Visualization, Information Architecture, Database Design & Management, Human-Computer Interaction, Full-stack Web Development, Cooperative Software Development, Informatics Research

Dartmouth College
Bachelor of Arts in Computer Science. GPA 3.73
Relevant Coursework: Linear Algebra, Statistics, Multivariable Calculus, Software Design & Implementation, Object-Oriented Programming, Programming & Computation, UI/UX Design

Machine Learning Specialization - *Stanford University*.

SKILLS & SOFTWARE

Programming: Python, PyTorch, TensorFlow, SciKit-Learn, Beautiful Soup, Pandas, Matplotlib, SQL, JavaScript, TypeScript, C, Java

Technical Skills: Deep learning, neural networks, optimization techniques, supervised learning, unsupervised learning, feature engineering, data structures, algorithms, data collection, data preprocessing, large language models (LLMs), natural language processing (NLP), AWS, Azure

Soft Skills: Agile development, software development life cycle (SDLC), version control