Daniel Will George
818.823.9533
daniel.will.george@gmail.com

Education

- **Stanford University (School of Engineering)** *2020 - 2021*
  - M.S., Computer Science, Artificial Intelligence concentration (3.9 GPA)
  - Grad. Cert., Computer Science (3.9 GPA)
- **Illinois Wesleyan University** *2005 - 2011*
  - B.A., Music (Alpha Lambda Delta, Phi Eta Sigma Academic Honors)
  - University Distinguished Award for Intellectual Leadership

Academic Coursework (selected)

- **Stanford University (School of Engineering)**

  CS265: Randomized Algorithms & Probabilistic Analysis   CS224N: Natural Language Processing with Deep Learning

  CS221: Artificial Intelligence: Principles and Techniques   CS231N: Convolutional NNs for Computer Vision

  CS229: Machine Learning   CS228: Probabilistic Graphical Methods

  CS246: Mining Massive Data Sets   MATH51: Linear Algebra & Multivariable Calculus

Professional Experience

- **Microsoft Research** *Software Engineer, Aug 2022 - Apr 2023*
  - Developed technology for Science Engine, an innovative product which enables Microsoft's customers in biopharma, genetics, chemicals, and alternative energy to use applied Artificial Intelligence. Website: https://www.microsoft.com/en-us/research/project/project-s/
  - Led development to connect application backend infrastructure and platform to serverless Azure SQL pool, a distributed data processing system for machine learning
  - Implemented convolutional NN (technologies used: Python, PyTorch) to use computer vision for seismic imaging

- **reddit** *Sr. Engineer, Machine Learning, Jul 2021 - Jun 2022*
  - Directed transition of Core Machine Learning team to new in-house development platform infrastructure allowing scientists to scale machine learning models independently and take advantage of concurrency and optimization across multiple cores. Technologies used: Python, Docker, Kubernetes.
  - Designed software architecture for new machine learning platform to accommodate better monitoring, scalability, and extensibility in machine learning, as well as model pipelining. Technologies used: AWS Kinesis for streaming, and Jupyter notebooks for development environment.

- **Disney** *Sr. Software Engineer, Jul 2015 - Jul 2021*
  - Lead backend engineer for executive financial analytics solution aggregating and rendering data from many businesses across the whole enterprise. Worked within one or more teams to communicate knowledge related to broad set of tasks. Technologies used: Python.
  - Trained GPUs on Google Cloud Platform in an early iteration of a natural language machine learning solution

Teaching Experience

- **Computer Science Department: Illinois Wesleyan University** *Lecturer, 2023*
  - Courses: CS253 (Software Development), CS127 (Computer Science I), CS125 (Intro to Computer Science)

Skills/Technologies

- Python, Java, C/C++, GPUs, CUDA, Google Colab, scikit-learn, TensorFlow, PyTorch, Google Cloud (GCS), Amazon Web Services (AWS), Azure, pandas, numpy, MapReduce, matplotlib, Docker, Jenkins, MySQL, PostgreSQL