

# ANDREW KING

Website: [www.AndrewKing.io](http://www.AndrewKing.io) | Phone: (206) 925 3209 | Email: [mail@AndrewKing.io](mailto:mail@AndrewKing.io)

GitHub: [AndrewCKing](https://github.com/AndrewCKing) | LinkedIn: [AndrewKingio](https://www.linkedin.com/in/AndrewKingio)

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## EDUCATION

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### UNIVERSITY OF GEORGIA - 3.94/4.0 GPA

*Artificial Intelligence - M.S.*

Athens, GA

May 2018

Attained a master's degree in Artificial Intelligence. Thesis explored fully convolutional deep learning architectures for semantic segmentation of image data. Coursework included a variety of topics including scalable machine learning, computer vision, deep learning, and biomedical image analysis.

### SOUTHERN VIRGINIA UNIVERSITY - 3.87/4.0 GPA

*Computer Science, Business Management - B.A.*

Buena Vista, VA

June 2016

Completed a bachelor's degree with majors in both computer science and business management. Maintained a computer science major GPA of 4.0. Served as president and founder of the Southern Virginia University Robotics Club and as the chair of the Southern Virginia University ACM student chapter.

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## EXPERIENCE

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### MACHINE LEARNING RESEARCH ENGINEER

*Leidos*

Reston, VA

Oct 2019 - Present

- Currently working as a machine learning research engineer on the Leidos Innovation Center (LINC) team at Leidos.

### MACHINE LEARNING SCIENTIST

*Ellucian, Applied Research*

Reston, VA

May 2018 - Oct 2019

- Led machine learning research at Ellucian, delivering proofs-of-concept and deploying product enhancements in the higher education administrative space.
- Collaborated with architects and developers to define, deploy, and refine the cloud services-based machine learning architecture at Ellucian.
- Presented deep learning and computer vision research at a variety of workshops and venues to educate customers and fellow data scientists.

### GRADUATE RESEARCH ASSISTANT - ARTIFICIAL INTELLIGENCE

*University of Georgia*

Athens, GA

Aug 2016 - May 2018

- Conducted research in conjunction with the Department of Marine Sciences. Explored fully convolutional semantic segmentation architectures using underwater survey images for the purpose of mapping and tracking coral reefs. Research was published in two CVPR papers and outperformed all previous models used in this domain.
- Worked with the Virtual Environments laboratory using Unity and computer vision techniques such as photogrammetry to develop virtual environments that assisted research projects in medicine, advertising, and psychology.

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## PERSONAL PROJECT HIGHLIGHTS

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**Deep Segments** – developed a tool for generating semantic segmentation ground truth images to be used in deep learning models. The tool provides a fast method for researchers by leveraging unsupervised clustering of an oversegmented image.

**Scopi** – created a 3D camera application for Android. Users can take two perspective-offset photos that are automatically cropped, stitched, and registered (aligned) using OpenCV (C++ interface) to create a stereoscopic photograph.

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## PROFICIENCIES

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Python	Keras & Pytorch
Java	Scikit-learn
C#	Pandas & Dask
C++	OpenCV
JavaScript	Android