Kassandra Moriarte

Computer Vision Data Engineer

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📍 Tracy, California

in [LinkedIn](#)

○ [GitHub](#)

Work Experience

Jobot
Computer Vision Data Engineer
May 2018 - current | Livermore, CA

- Worked with 9 product owners to identify novel solutions
- Incorporated 5 CV/ML workflows into existing back-end infrastructure
- Developed ways to improve reliability of virtual tour generation by 40%
- Implemented new methods of **improving virtual tour quality by 29%**

Apple
Data Engineer - Computer Vision
November 2015 - May 2018 | Modesto, CA

- Worked with the video engineering group to **mine 10,000+ users' data**
- Implemented 10+ model evaluation pipelines
- Analyzed and visualized large-scale data to track trends and submissions of 500,000+ users
- Ensured code is of the highest quality throughout the SWDLC (Software Development Life Cycle) from start to finish

Simerse
Data Engineer
May 2014 - November 2015 | Patterson, CA

- Created 50+ synthetic data pipelines via Unity and 20+ procedural generation algorithms
- Worked with 5 data engineers to deploy machine learning pipelines
- Collaborated with 3 senior team members on **20+ scenario generations**
- Organized bi-weekly standup to receive tasks and provide feedback

Skills

Python; PERL; Ruby; C#; C++; SQL; Unity; Unreal; AWS; Tableau; AWS Certification

Education

B.S., Computer Engineering
Stanislaus State University
September 2010 - May 2014 | Turlock, CA | GPA: 3.8