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# Joshua P. Gracie

(954) 809 - 9746

joshgracie.com

joshua\_gracie@aol.com

## Objective

Seeking a position as a machine learning engineer or data scientist, with opportunities to learn about and develop new methodologies and models as well as apply those models to new important problems with an emphasis on customer value.

## Education

University of Central Florida (UCF), Orlando, FL

Master of Science in **Computer Science**

Graduation: May 2022

GPA: 3.875

University of Central Florida (UCF), Orlando, FL

Bachelor of Science in **Computer Science**

Minor in Business Administration

GPA: 3.81

## Skills & Languages

**Competent with:** C#, Python, VS Code, Atom, Visual Studio

**Experienced with:** PyTorch, Tensorflow, OpenCV, Scikit Learn, .NET

**Familiar with:** SQL, Kubernetes, OpenShift, Streamlit, React

## Honors And Distinctions

UCF President's Honor Roll ..... Fall 2018 - Fall 2020

UCF Accelerated BS to MS Program

Winner of the UCF Senior Design Showcase for Computer Science ..... Spring 2021

## Work Experience

**Florida Blue – Summer Internship – IT Support Desk** ..... Summer 2016

Collaborated with internal employees to solve IT related issues such as password failures, website/browser malfunctions, and computer upkeep.

**Lockheed Martin – CWEP – Lean Six Sigma Department** ..... Spring 2019 – Present

Designed and implemented improvements to the department website, developed macros for financial and personnel data sheets, and spearheaded web apps for teams across the company including:

- A web application to assist in contract planning using Blazor and Kubernetes
- A machine learning/data dashboard to assist with manufacturing tolerance analysis using Streamlit and Sci-Kit Learn

## Programming Projects

**Travelling Salesman Problem (TSP) – Evolutionary Algorithms** ..... Spring 2020

Implemented a Genetic Algorithm to solve the travelling salesman problem. The GA was able to get within 10 – 20% of the current best-known answer for the ATT48 dataset

**Everglades AI Battle Bots – Senior Design** ..... Fall 2020 - Spring 2021

Created and experimented with several Reinforcement Learning Agents including DQN, A3C, and PPO to play in Lockheed Martin's OpenAI Gym environment: "Everglades"

**Face Detection/Recognition - Computer Vision** ..... Fall 2021

Built a real-time face detection/recognition command line program using OpenCV.

Also implemented a near real-time canny edge detector using the same system

## Relevant Coursework

Evolutionary Algorithms

Machine Learning

Computer Vision

Advanced Computer Vision

'Robots, Agents, and Humans'

Human Computer Interaction