

Mitchell Mosure

Seeking a full-time position as a software or machine learning engineer. Special interests in artificial general intelligence, consciousness, optimization, full-stack app development, computer vision, physical vapor deposition, and automation.

Education

2016-2019 **B.S. Computer Engineering, Science, and Mathematics**
University of Wisconsin - Madison

Focus on machine learning, optimization, and computer architecture

Experience

2020-Present **Senior Software Engineer - Cisco**

Developed and maintained multi-platform, media pipelines from grassroots to production

- Integrated machine learning annotations
 - Custom operator fusing
- Developed next generation video pipeline effects
 - Scene-based, 3D video effects
 - Efficient pre/post processing
- CI/CD pipelines
 - Cross-platform builds
 - Automated performance testing
 - Automated documentation and release generation
- Consumed by multiple client teams

Intelligent conversational routing

- Implemented semantic routing of user queries to intent handlers

Integrated virtual assistant into Cisco RoomOS

- Developed local and cloud audio recognition
- Extensible directive engine for assistant interactions
- Pioneered advanced skill architecture and feature set

2014-2019 **Software Engineer - CTech**

- Developed nesting and machine code optimization software for an XYZ CNC
- Developed a parametric configuration framework for BOM use
- Developed monitoring and reporting devices for critical hardware and processes
- Developed shop routing and scheduling optimizer

- Engineered testing modules for various products and software
- Engineered products in several CAD/CAM suites
- Extensive Angular and ASP.NET Core Usage

Projects

inversify-cpp Dependency injection framework for C++ /w optional dependency inspection

game-of-life Conway's Game of Life, implemented in Rust/WebGL

MitchBot Tacotron2 derivative TTS model

- Fine-tuned Flowtron with 8 hours of my speech
- ASR input, GPT-3 conversational NLU, TTS output

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