

Austin Lally

Machine Learning Engineer

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**Machine Learning // Vision // AR // Full Stack
API Design // Data modeling // Testing**

Experience

Engineering Lead and Founder

WxH Inc. - Remote (2021 - Present)

- Wrote an iPad application in Flutter and Swift backed by Firebase.
- Automated artwork size prediction with proprietary vision-based approach.
- Trained ML models to predict room geometry from an RGB image.
- Integrated with ARKit to display artwork arrangements in real spaces.
- Gathered feedback through TestFlight; monitored with Sentry, Grafana.
- Deployed company website with EC2, Terraform, Docker, and Cloudflare.
- Secured more than \$10,000 in non-dilutive funding through pitch competitions and entrepreneurship programs.

Director of Engineering

Concentric Sky - Eugene, OR (2018 - 2019)

- Mentored junior developers and conducted performance reviews.
- Led hiring interviews and recommended candidates for hire.
- Designed application architectures and selected tech stacks.
- Directed an overseas team of developers for multiple projects.
- Developed proposals including estimating timelines and scope of work.
- Transitioned engineering team to container-based deployments.

Software Engineer

Concentric Sky - Eugene, OR (2011 - 2018)

- Built iOS, Android, and web apps, APIs, and automation pipelines.
- Collaborated with cross-functional teams in Agile processes.
- Balanced multiple ongoing projects in different phases of development.
- Met weekly with external clients to demo progress and prioritize backlog.
- Embedded into clients' remote external teams.
- Produced unit, integration, and UI tests to reduce QA time and rework.
- Load tested alternative implementations to develop scaling strategies.

Airborne Cryptologic Linguist (Korean)

US Air Force (2001 - 2007)

- Maintained Top Secret / SCI clearance.

Skills + Technologies

PyTorch	Python / Django
Tensorflow	Typescript / Node
Keras	Scala / Play
AWS	Flutter
Docker	React
Terraform	Angular
Postgres, MongoDB	SwiftUI

API design	Unit / load testing
Data modeling	Agile process

Team player	Focused
Quick learner	Independent
Problem solver	Flexible
Collaborative	Curious

Education

MS - Computer Science

Focus: Machine Learning / AI

Oregon State University
Corvallis, OR (2022)

BS - Computer and Information Science

Minor in Mathematics

University of Oregon
Eugene, OR (2011)

AA - Korean Language

Defense Language Institute
Monterey, CA (2003)

Projects

3D Room Layout Estimation

Adapted a model that predicts room layout from an RGB image to support inference on mobile.

Realtime 3D Multi-Object Detection

Modified a 3D object detection model to run in real time and to generalize to objects of unknown size.

Visual Question Answering

Replaced embeddings and changed RL fine-tuning method to improve a leading VQA model.

// I love solving puzzles, enjoying food, and traveling. Currently I'm trying new recipes, exploring local thrift stores, and bird watching. //