EDWARD D. BAUM

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SUMMARY I am a seasoned sofware engineer with recent experience in deep learning and a decade of experience in the video game industry.

EXPERIENCE

Rapiscan Systems Senior Algorithm Engineer 8/2019-Present
In this position I created algorithms for security scanning systems to automatically detect threats: primarily explosives in X-Ray images. I also worked on finding Lithium batteries in X-Ray images and localizing metal objects in walk-through metal detector data. Responsibilites included creating, evaluating, and integrating deep learning models. I was also responsible for writing support scripts for these activities (data handling, performance scoring, etc.).

Wayforward Technologies Game Programmer 7/2009-6/2012
Centipede: Infestation — Gameplay programmer.
SpongeBob SquigglePants — Gameplay programmer. Briefly technical lead for canceled Nintendo DS port.
Batman: The Brave and the Bold — Principal AI programmer.

THQ, Inc. / Heavy Iron Programmer I 1/2006-4/2009
SpongeBob Truth or Square — Principal AI programmer.
WALL·E — Principal AI programmer. Integrated the Havok physics engine.
Ratatouille — Principal UI programmer.

7 Studios Game Programmer 6/2001-1/2006
The Sopranos: Road to Respect — Implemented conversation system. Programmed camera.
Lobo (Unpublished) — Implemented AI cover point system. Reprogrammed camera system. Integrated Lua scripting language.
Charlie's Angels: Full Throttle — Principal game logic programmer. Wrote weapons system and mouse input system.
AWOL (Unpublished) — Created physics and AI behaviors, several camera modes, and a text and sprite manager including binary packing and loading.
Defender and *Defender 2* (Unpublished) — Created physics and AI behaviors.
Legion: The Legend of Excalibur — Wrote level scripts.

The Aerospace Corporation Programming Intern 7/2000-9/2000
Worked on satellite launch telemetry display software. Duties included writing code for graphical display, network communication, database communication, and C-Java interoperability.

EDUCATION

UCLA 9/2000-3/2002
Graduate student in Computer Science specializing in artificial intelligence.

California State University, Los Angeles 6/1995-6/2000
Entered college at the age of 14 through the Early Entrance Program and earned a Bachelor of Science in Computer Science with a minor in Mathematics and a GPA of 3.72.

ET CETERA

Main Languages C/C++, Python, Java, Lua

Web Samples http://www.ebaum.net/samples/