

TYLER Alika GEE

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EDUCATION

Bachelor of Science Degree, Chemical Engineering, University of Utah, 3.3 GPA

Associate of Science Degree, Weber State University, Ogden, Utah, 3.8 GPA

Skills

- Microsoft Office, 15 years
- Python, 6 years
- Artificial Intelligence (ML&DL), 6 years
- Linux, 5 years
- Data Engineering, 5 years
- Data Analytics & Collection, 6 years
- JavaScript/TypeScript, 2 years
- Git/Github/Version Control, 4 years
- Numpy, Scipy, Pandas, Matplotlib, 6 years
- AWS & Azure, 5 years
- C++, 5 years
- MATLAB/SIMULINK, 6 years
- SQL, 6 years
- Tensorflow, Pytorch, JAX, 6 years
- CI/CD, 3 years
- Django, 2 years
- Java, 5 years
- Tableau, 3 Years

PROFESSIONAL EXPERIENCE

Data Scientist/Artificial Intelligence Engineer

University of Utah - Salt Lake City, UT August 2018 to Present, Part time 8/24-5/24 and during internships

- Artificial Intelligence team lead for medical diagnoses with UCSF. (Data for this project is similar to image data)
- Developed Data pipeline from with SQL, Red Cap API, to pandas from data collected in Uganda.
- Developed Support Vector Machine and CNN to predict patient diagnosis from breath sample.
- Developed GC-MS analytical artificial intelligence algorithm and new way to analyze and classify electro-chemical breath data. Paper currently in works on this.
- Created multiple GAN's to synthesize multiple types of patient data to overcome data deficit common in the medical industry.
- Developed MLOps/AI pipeline to continuously improve models with additional data, custom built.
- Deployed ML classification model to Linux Ubuntu based NVidia Jetson edge-computing system for rapid diagnosis (command & UI based system)(IOT), incorporated Arduino with motor and sensor control with undergraduate students to develop autonomous robotic testing system.

Data Scientist/Artificial Intelligence Engineer

Datafy - Ogden, UT August 2024 to May 2025

- Developed AI-driven analytics solutions for geolocation, video data insights, and event impact analysis.
- Built and optimized machine learning models for anomaly detection in large-scale datasets.
- Implemented reinforcement learning systems to incorporate human feedback in event forecasting.
- Engineered MLOps workflows to streamline AI model deployment and continuous improvement of models.
- Contributed to large-scale language model research, including reinforcement learning from human feedback (RLHF).

Data Scientist/Artificial Intelligence -Intern

Micron Technology - Boise, ID May 2022 to August 2022

- Developed custom data visualization software in python with Django and TKinter to quickly trouble shoot manufacturing errors.
- Assisted in creation of semiconductor tool stats dashboard with Django to identify out of spec tooling
- Assisted in creation of machine learning/artificial intelligence (deep learning) pipeline w/monitoring system and model to predict metrology stats to reduce manufacturing decision time by 50% or more reducing development times greatly.
- Created data pipelines for the aforementioned projects using SQL (Oracle & MS systems).
- Displayed and communicated data reports with Tableau dashboards.

Process Engineer - Intern

Marathon Petroleum - Salt Lake City, UT August 2021 to November 2021

- Facilitated and developed test run on FCU Naphtha Splitter to decrease olefin obstruction in Gasoline Hydrotreater resulting in the increase of revenue of \$100k+ in 6 months.
- Developed created secondary alarms for Crude LOPA Recommendation using heat exchanger energy balance
- Developed plan to replace water line meter, supervised and developed pressure surveys and a CFD model
- Troubleshooted various issues for projects such as tank farm audits, PI page production, and catalyst deactivation

Projects:

Makakilo Project

Friends Company, Under NDA

- Developed Computer vision web interface system where user uploaded videos are processed and metrics derived into tabular form
- Used OpenCV and deep face to track repeat customers, customer demographics and emotion

David Eccles School of Business Guest Lecturer

See github for more projects, High School Vex Robotics Team member, Mechanical Engineer

References available upon request

- SQL DB and S3 and Mongo db in use, tabular data feeds into dashboard

TANGRAM Project

Github Robotics Simulation Project - WIP

- Built an end-to-end robotic scene understanding pipeline: YOLOv8/YOLO11 + ByteTrack for detection/tracking, SAM for segmentation, COLMAP-based 3D reconstruction, NetworkX scene graph, and PyBullet execution for pick/place tasks.
- Designed a modular, production-style architecture with CLI/GUI, robust logging, and an export system that generates HTML reports, charts, and JSON metrics for reproducibility.
- Implemented LLM-driven task planning via a unified client (Hugging Face Transformers, Ollama, Google Gemini), converting scene graphs into executable task sequences. Used Different models for testing.

David Eccles School of Business Guest Lecturer

See github for more projects, High School Vex Robotics Team member, Mechanical Engineer

References available upon request