Peter Marsh

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EDUCATION

B.S. BIOMEDICAL ENGINEERING – COMPUTER SCIENCE EMPHASIS

UCLA SAMUELI SCHOOL OF ENGINEERING – 2023

- Notable Skills/Proficiencies: Object Oriented Programming techniques and data structures/algorithms (C++, Python, MATLAB), Machine Learning and Deep Learning model design, Computer Vision/image analysis (PyTorch & Open CV), Microcontroller-based robotics (Arduino, Raspberry Pi)

PROFESSIONAL EXPERIENCE

LEAD SOFTWARE ENGINEER/RESEARCH INTERN   LOS ANGELES, CA

CEDARS-SINAI HOSPITAL MEDICAL IMAGING   OCTOBER 2022 - OCTOBER 2023

- Team leader and head software engineer on a team of 6 UCLA students for abdominal CT scan segmentation project using a U-Net Deep Learning network using computer vision. Later hired by Cedars-Sinai research team developing similar models to segment CT, MRI, and Retinal images and other Machine Learning models to process image data to assess potential disease risk factors

SOFTWARE ENGINEER   LOS ANGELES, CA

UCLA B.M.E.S. DESIGN TEAM   DECEMBER 2021 - MAY 2022

- Worked with a group of 9 other engineers from UCLA's Biomedical Engineering Society to develop a prototype therapeutic glove to aid in Parkinson's rehabilitation. Used React Native to design an IOS app, and C++ to manage Arduino controlled glove sensors and data analysis

BACK OF HOUSE STAFF   EDMONDS, WA

VINBERO WINE BAR   SUMMER 2021

- Worked in back of house food preparation and service with a staff of 14 others to run regular lunch and dinner service 5 days/week

TEACHING AIDE   SEATTLE, WA

UNIVERSITY OF WASHINGTON   SUMMER 2018, SUMMER 2019

- Teaching Aide for MATH 120 (Trigonometry/Intro to Calculus) at the University of Washington
- Graded and recorded assignments for classes of 60+ students, and assisted professor in organising lectures and accompanying coursework as well as providing out of class office hours for students in need of extra help

OTHER RELEVANT WORK/INDIVIDUAL PROJECTS

- Designed personal website deployed at https://peterbmarsh.com
- Created a Super Mario Bros. Emulator in C++ for extensive practice with object oriented programming, as well as other mini games playable in terminal/command line
- Created an ant farm simulator in MATLAB; ant AI seeks out food sources and leave pheromones behind to attract others and return to the queen
- Experience in IR, UV-Vis, NMR, and mass spectroscopy from chemistry lab work as well as cell culture, fluorescence microscopy, and culture analysis from bioengineering lab work