Jamie Rasmussen

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Employment

Apple, Software Engineering Manager

12/2017 – Present

Leading a team of software engineers in the Machine Learning Platform & Technology group. Grew an experiment tracking service from concept to successful integration with production model training and evaluation pipelines. Responsible for product vision, system architecture and user experience, coordination with customer and partner teams, task prioritization and strategic planning, code review, and recruiting and coaching diversely leveled engineers. Cultivated a high performing, cooperative, friendly team culture. Switched from technical lead to manager in 2019.

Uber Advanced Technologies Group, Senior Software Engineer

06/2015 – 12/2017

Early hire of Uber's self-driving car program. Did full stack software development with a concentration on front end design and engineering. One of two original engineers for a system that gathers data labels from many human workers for training and evaluating machine learning algorithms. Became the technical lead for web-based autonomy map tools in March 2017. Supervised contractors, mentored junior engineers, and managed two summer interns. Conducted over two hundred technical interviews and was selected for Uber's interviewer "Bar Raiser" program.

IBM Research, Advisory Software Engineer

03/2007 – 06/2015

Core team member of the Center for Innovation in Visual Analytics. Led user interface design and implementation for numerous research projects, including an employee social media analysis dashboard, a retention analytics platform, and an exploratory salesforce visualization. Contributing engineer to research prototypes in the domains of intelligence analysis, network security, and social networking. Received an IBM Research Division Award for user interface contributions to a stream processing system. Authored technical reports, academic publications, patents, and grant applications. Gave frequent presentations to clients. Mentored graduate and undergraduate student interns. Promoted from Staff Software Engineer in June 2008.

Epson Research & Development, Inc., Member of Technical Staff

09/2004 – 03/2007

Design and code for major portions of an innovative videoconferencing system used daily within Epson. Primarily responsible for the Windows client, a large, multithreaded, C++ application. Principal author of a multi-year project proposal for the software group. Work led to five issued patents, in the areas of interactive user interfaces, audio delay profiling, and an application of sketch recognition.

Solitex Networks, Software Engineer

08/2003 – 09/2004

Design and code for a commercial SQL Server-backed website. Custom-built account and user management and billing systems. Core development and extensions to the AOLserver platform.

Media Lab Europe, Research Fellow

08/2001 – 08/2003

Conducted research in novel learning technologies as part of the Everyday Learning Group. Projects included computational toys for exploring plant physiology, a wearable device for monitoring and simulating environmental tobacco smoke exposure, and a web-based environment for sharing multimedia learning objects. Responsible for frequent presentations to academic, corporate, and government audiences.

Education

Massachusetts Institute of Technology

09/1997 – 06/2001

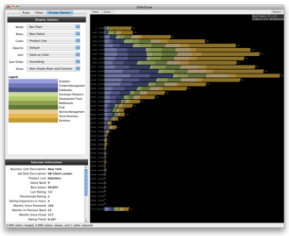
Bachelor of Science in Mathematics with Computer Science

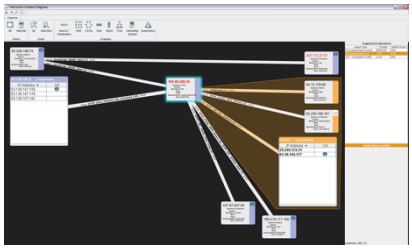
Technical Skills

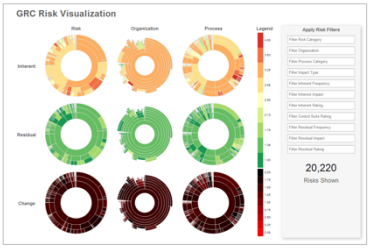
I've designed and built software for the web, desktop, servers, and mobile devices. Recent experience with JavaScript/TypeScript, Python, SQL, and HTML/CSS. Familiar with many modern web development libraries, tools, and platforms including React, d3, Three.js, and AWS. Experience with large scale machine learning pipelines, data analysis, and many kinds of analytics. Past experience with Java, C/C++, TCL, and many other languages.

Extensive experience with many types of software, including IDEs, databases (PostgreSQL, MySQL, DB2, SQL Server), version control (git, Jazz, svn, cvs), installer development, raster and vector graphics packages, mathematical packages, internet applications, and office productivity suites.

Screenshots







Please see jamierasmussen.com for many additional examples of my work

Patents

James E. Christensen, Daniel M. Gruen, Susanne C. Hupfer, Stephen E. Levy, John F. Patterson, **Jamie C. Rasmussen**, and Steven I. Ross. System and method for ontology-based location of expertise. United States 8,255,380. Issued August 28, 2012.

James E. Christensen, Daniel M. Gruen, Susanne C. Hupfer, Stephen E. Levy, John F. Patterson, **Jamie C. Rasmussen**, and Steven I. Ross. Method and apparatus for semantic just-in-time information retrieval. United States 8,244,706. Issued August 14, 2012.

Victor Ivashin and **Jamie C. Rasmussen**. Efficient image annotation display and transmission. United States 8,099,662. Issued January 17, 2012.

Victor Ivashin, Steven Nelson, and **Jamie C. Rasmussen**. Delay profiling in a communication system. United States 7,908,147. Issued March 15, 2011.

Jamie C. Rasmussen and Victor Ivashin. Selection of regions within an image. United States 7,865,017. Issued January 4, 2011.

Victor Ivashin, **Jamie C. Rasmussen**, and Steven Nelson. Presenter view control system and method. United States 7,634,540. Issued December 15, 2009.

Victor Ivashin and **Jamie C. Rasmussen**. Viewport panning feedback system. United States 7,274,377. Issued September 25, 2007.

Refereed Publications

Michele Berlingerio, Stefano Braghin, Francesco Calabrese, Cody Dunne, Yiannis Gkoufas, Mauro Martino, **Jamie C. Rasmussen**, and Steven Ross. S&P360: Multidimensional Perspective on Companies from Online Data Sources. In: Bifet A. et al. (eds) Machine Learning and Knowledge Discovery in Databases. ECML PKDD 2015. Lecture Notes in Computer Science, vol 9286. Springer, Cham.

N. Sadat Shami, Jiang Yang, Laura Panc, Casey Dugan, Tristan Ratchford, **Jamie C. Rasmussen**, Yannick Assogba, Tal Steier, Todd Soule, Stela Lupushor, Werner Geyer, Ido Guy, and Jonathan Ferrar. Understanding Employee Social Media Chatter with Enterprise Social Pulse. In the 17th ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW). 2014.

Tak Yeon Lee, Casey Dugan, Werner Geyer, Tristan Ratchford, **Jamie C. Rasmussen**, N. Sadat Shami, and Stela Lupushor. Experiments on Motivational Feedback for Crowdsourced Workers. In Seventh International AAAI Conference on Weblogs and Social Media (ICWSM). 2013.

Kush Varshney, **Jamie C. Rasmussen**, Aleksandra Mojsilovic, Moninder Singh, and Joan Morris DiMicco. Interactive Visual Salesforce Analytics. International Conference on Information Systems (ICIS). 2012.

Kate Ehrlich, Susanna E. Kirk, John F. Patterson, **Jamie C. Rasmussen**, Steven I. Ross, and Daniel M. Gruen. Taking advice from intelligent systems: the double-edged sword of explanations. Proceedings of the 16th International Conference on Intelligent User Interfaces (IUI). 2011.

Jamie C. Rasmussen, Kate Ehrlich, Steven I. Ross, Susanna E. Kirk, Daniel M. Gruen, and John F. Patterson. Nimble Cybersecurity Incident Management through Visualization and Defensible Recommendations. In Proceedings of the Seventh International Symposium on Visualization for Cyber Security (VizSec). 2010. **Best Long Paper Award**

Susanne C. Hupfer, Steven I. Ross, **Jamie C. Rasmussen**, James E. Christensen, Stephen E. Levy, Daniel M. Gruen, and John F. Patterson. Crafting an environment for collaborative reasoning. In Proceedings of the 14th International Conference on Intelligent User Interfaces (IUI). 2009.

Daniel M. Gruen, **Jamie C. Rasmussen**, Jiahui Lui, Susanne C. Hupfer, and Steven I. Ross. Collaborative reasoning and collaborative ontology development in CRAFT. AAAI Spring Symposium on Semantic Web and Knowledge Engineering (SWKE). 2008.

Mauro Cherubini, **Jamie C. Rasmussen**, Hugh Gash, and Tom McCloughlin. Digital Seed: An interactive toy for children's explorations of plant growth and life cycles. Interaction Design and Children Workshop. 2002.

Jamie C. Rasmussen, Deirdre Butler, and Glorianna Davenport. A Web-based Environment for Assembling Multimedia Learning Stories in Irish Primary Education. In Proceedings, IEEE International Conference on Advanced Learning Technologies (ICALT). 2002.