

# Samson Stannus

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## WORK EXPERIENCE

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### Senior Machine Learning Engineer II, Technical Lead

Jul '22 - Current

Unity Technologies, Ads Engineering Team

- Optimized ad campaign valuation prediction service, which reduced the cost of operation by 15% and latency by 75%
- Effectively collaborated with globally distributed teams, delivering a new ad campaign type product to beta clients a month earlier than planned
- Architected CI/CD pipeline for ML model serving, which stopped erroneously configured ML models from being deployed to prod

### Senior Machine Learning Engineer I

Apr '20 - Jul '22

Unity Technologies, Ads Engineering Team

- Architected a real-time ad unit optimization system to reduce UI experimentation risk
- Improved UI AB testing experiment practices, which increased Unity Ads net revenue by 9%
- Architected a ML system to optimize bid requests, which reduced ads exchange egress costs by 50%

### Machine Learning Software Developer I

Sep '19 - Apr '20

Borealis AI, Engineering Team

- Optimized ETL pipeline using Airflow to dynamically scale Spark cluster saving 96% of monthly costs

### Software Developer I

Mar '18 - Sep '19

Expedia Group, Geography Team

- Built service to bulk import and deduplicate 100,000+ geographic entities using ML
- Developed a computer vision application to generate geographical boundaries from images
- Created React application to edit geometry which enabled geographers to fix 500+ polygons

### Associate Software Developer

Jan '17 - Mar '18

Expedia Group, Content Systems Team

- Built image processing pipeline with Kafka which reduced the latency of image uploads by 88%

### Software Developer Intern

Jan '16 - Sep '16

Expedia Group, Content Systems Team

- Migrated image processing pipeline to AWS infrastructure reducing costs by 95%
- Built a custom log-formatter to aid in issue investigation and report creation

## EDUCATION

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### McGill University

Sep '12 - Dec '16

Bachelor of Science, Computer Science

- Organized the 2016 annual McGill hackathon (McHacks) for 600+ hackers
- Represented McGill at the 2016 Ubisoft Game Lab Competition
- Completed advanced courses in Machine Learning and Computer Graphics

## SKILLS

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### Programming

Python, GoLang, Scala, Java,  
JavaScript, TypeScript

### Software and Frameworks

Git, Unix, GCS, AWS, Kafka, Airflow,  
BigQuery, Postgres, Pandas, Keras,  
Beam, React, Mapbox-GL,  $\text{\LaTeX}$