SUMMARY

I build and train teams, companies and individuals. I create products, content, software and revenue. I specialize in Cloud-Native Machine Learning Solutions and education. In the last 10 years, I have created new products at multiple companies that generated millions in new revenue, had global scale, and were on time and worked. I lecture in Machine Learning, Cloud Architecture and Data Science at the top Universities in the world.

EDUCATION

Master of Business Administration, Emphases: Statistics/Analytics, General Management, 2013 University of California, Davis, Graduate School of Management

Master of Science, Computer Information Systems, 2003 California State University, Los Angeles

Bachelor of Science, Nutritional Science, 1998

Cal Poly San Luis Obispo

CURRENT EXPERIENCE

Founder, Pragmatic Al Labs, San Francisco, CA, July 2016 – Present

Machine Learning and Cloud Computing Consulting

Lecturer, Duke, MIDS, CA, 2019-Present

• Teach Cloud Computing, Spring 2020

Lecturer, UNC Charlotte, Data Science Initiative, CA, 2019-Present

- Teach Cloud Computing, Spring 2020
- Lecturer, UC Berkeley, School of Information and Data Science, CA, 2019-Present
 - Teach multiple sections of <u>W207 Applied Machine Learning</u>

Lecturer, USF, School of Information and Data Science, CA, 2019-Present

• Teach <u>HS 628- Advanced Health Analytics</u>: Cloud-based machine learning for health & Capstone.

Machine Learning Lecturer, Northwestern Graduate Data Science, CA May 2018-Present

• Develop/teach course on MSDS 462 Computer Vision, MSDS 434 Analytics Application & Capstone.

Machine Learning Lecturer, UC Davis Graduate School of Management, CA May 2017-Present

Develop and lecture Machine Learning to Graduate Students in MSBA & teach Cloud Computing

CTO & GM SQOR Sports, San Francisco, CA, July 2013 – July 2016

- Three initial employees to ~100, global scale, global athletes/brands, millions in revenue from zero.
- Created multiple production Machine Learning models and teams around them.
- Created <u>9 provisional patents</u> in Machine Learning, IOT, and social network technology.

Head of Web Engineering, Linden Lab, San Francisco, CA May 2012 – July 2013

- 25 reports within four management teams: Hiring/Separations/Salary/Recruiting.
- Manage/architect several new web/mobile products/games: C#/Unity, Rails, Erlang
- Manage/architect web engineering on Second Life. Generates 75 million in revenue.

PREVIOUS FOUNDER EXPERIENCE

Founder & CTO & CEO, GiftCS LLC, Atlanta, GA 2008-2009

- Built python web applications for Turner Studios, Shell Oil, and other clients
- Generated approximately one million in gross revenue in year one.

NOAH GIFT

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SELECT INVITED PUBLIC SPEAKING & TRAINING

AWS Reinvent 2019 – Invited speaker on Cloud Computing education, Las Vegas, NV University of Tennessee Business Analytics Forum 2019– Knoxville, TN Strata Data Conference 2019 – *Nutrition data science* – San Francisco, CA Strata Data Conference 2018 – *Relationship between social influence and NBA*– San Jose, CA O'Reilly Software Architecture Conference 2019- *Managed Machine Learning Systems* – San Jose, CA NASA Glenn Research 2017 - *4 Day Workshop on Python/Cloud/Machine Learning*– Cleveland, OH UC Davis MBA Program 2016-Present Guest lecture business of media, technology immersion. National PyCon 2008, 2011 - Chicago, Atlanta San Francisco Erlang Conference 2011, 2012, 2013 - San Francisco, CA Foo Camp 2009, 2010, 2011, 2012, 2017 - Auckland, New Zealand & Sebastopol, CA

PREVIOUS ENGINEERING LEADERSHIP EXPERIENCE

Director Engineering, Loggly, San Francisco, CA July 2011 – May 2012 Director Engineering, Platform, AT&T Interactive, San Francisco, CA May 2010 – July 2011 Senior Technical Director, Disney, Novato, CA, Oct 2009 – May 2010 Engineering Supervisor, GoComm, LLC, Los Angeles, Atlanta, San Francisco, CA, 1987 – 1999 Senior Technical Director, Weta Digital, Wellington, New Zealand, Nov 2008 – July 2009 Software Engineer, Racemi, Atlanta, GA, Oct 2007 – May 2008 Production Engineer EFX, Turner Studios, Atlanta, GA, Jan 2006 – March 2007 Lead Editorial Systems Engineer, Sony Imageworks, Los Angeles, CA, Feb. 2005-Jan. 2006 Avid Engineer, Disney Feature Animation, Los Angeles, CA, Feb. 2005-Jan. 2006 Lead Avid Engineer, Wexler Video, Los Angeles, CA, September 2003-May 2004 Lead Sysadmin Administration Department, Caltech Los Angeles, CA, August 2000-August 2003 Freelance National Television Editor/ Engineer, ABC Network News LA, CA, June 1994-Aug. 1994

RECENT CERTIFICATIONS (TAKEN AND AUTHORED)

AWS Certified Machine Learning Specialist, 2018 AWS Certified Big Data Specialist, 2019 AWS Certified Solutions Architect, 2017 Google Professional Cloud Architect, 2018 Subject Matter Expert ML for AWS: Helped Create AWS Machine Learning Certification, 2018 Microsoft MTA: Python, 2018

SELECT OPEN SOURCE CODE EXAMPLES

Data Science in Python: <u>https://github.com/noahgift/functional_intro_to_python</u> Machine Learning Book: <u>Pragmatic Al Source Code</u>

PATENT

US20170246545A1: Sports app with chat and pushed event information, 2017

SELECT PUBLICATIONS

Books | Video |Articles | Technical Editor

Python for DevOps Book, O'Reilly, est. 2020 Continuous Integration, Coursera, June, 2019 Commandline Automation in Python, DataCamp, June 2019 Cloud DevOps Nanodegree, Udacity, June 2019 AWS Certified Big Data-Specialty Video, Pearson, est. April 2019 AWS Certified Machine Learning-Specialty Video, Pearson, Jan 2019 Python for Data Science Video, Pearson, Feb 2019 Pragmatic AI: An Introduction to Cloud-based Machine Learning, Pearson, Jan. 2018 Essential Machine Learning and AI with Python and Jupyter Notebook: Live Lessons, Safari, 2018 Python for Unix and Linux Systems Administration, O'Reilly, 2008.