

# NOAH GIFT

(415) 300-7069 | noah.gift@gmail.com | <http://www.linkedin.com/in/noahgift>

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## SUMMARY

I build and train teams and companies. I create products, software and revenue. I specialize in Cloud and Machine Learning solutions. In the last 10 years, I have shipped > 10 new products at multiple companies that generated millions in new revenue, had global scale, and were on time and worked.

## SPECIALTIES

Training | Building Companies | Engineering Strategy | Cloud | Web & Mobile & Desktop Development | P&L | Python | Statistics/R/Excel/Machine Learning/Data Science/AI | DevOps | VR & AR| Shipping New Products

## 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 AI Labs**, San Francisco, CA, July 2016 – Present

- Product Management/CTO Consulting (SaaS & ML) GravityNav/Surface Owl
- Cloud Architecture Consulting (Film Tech): Uncorporeal/Conductor IO/University of Florida
- CTO Consulting/Machine Learning Architect (Sports & Mobile): 18 Birdies/2waySports
- Machine Learning Consulting: UC Davis Graduate School of Management/NASA/PayPal/AWS

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

- Teach Machine Learning to Graduate Students in Master's in Business Analytics program
- Cloud and Machine Learning expert for student practicum projects and faculty
- Run Cloud and ML Certification initiative for program for AWS, Azure, GCP

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

- Built Sqor from three initial employees to 80 & into social network with global scale, global athletes/brands: Brett Favre, Conor McGregor and FC Bayern, and millions in revenue.
- Created multiple production Machine Learning models and teams around them.
- Created 9 provisional patents 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.

**Director Engineering, Loggly**, San Francisco, CA July 2011 – May 2012

- 10 reports within three management teams: Search, Frontend, Infrastructure
- Management Accounting/Break Even Analysis and costing for 10 million funded startup
- Architected EC2/Continuous integration and Deployment/Python/Java/Erlang

## RECENT FOUNDER EXPERIENCE

**Founder & CTO, Zebulant LLC**, San Francisco, CA Jan 2011– December 2012

- Created top ten paid Mac Desktop Application from scratch in Objective-C
- Generated tens of thousands of dollars in revenue

**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.

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## SELECT PUBLIC SPEAKING & TRAINING

[Strata Data Conference 2018 – Relationship between social influence and NBA– San Jose, CA](#)  
[Essential Machine Learning and EDA \(Monthly Live Training-Safari\) 2018](#)  
**NASA Glenn Research 2017 - 4 Day Workshop on Python/Cloud/Machine Learning–** Cleveland, OH  
**UC Davis MBA Program: The Business of Media 2016-2017 –** Bay Area, CA  
**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

**Engineering Manager, 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 Solutions Architect, 2017  
Subject Matter Expert ML for AWS: Helped Create AWS Machine Learning Certification, 2018

## SELECT OPEN SOURCE CODE EXAMPLES

Data Science in Python: [https://github.com/noahgift/functional\\_intro\\_to\\_python](https://github.com/noahgift/functional_intro_to_python)  
Machine Learning Book: [Pragmatic AI Source Code](#)  
AWS Spot Price Machine Learning: [https://github.com/noahgift/spot\\_price\\_machine\\_learning](https://github.com/noahgift/spot_price_machine_learning)

## SELECT FILM CREDITS

Year	Film	Company	Role	Note
2009	Avatar	Weta Digital	Software Engineer	1B+gross Mocap film
2006	Open Season	Sony Imageworks	Pipeline Engineer	1 <sup>st</sup> 3d anim film Sony
2005	Chicken Little	Disney	Pipeline Engineer	1 <sup>st</sup> 3d anim film Disney

## LECTURER

**Machine Learning: BAX 452**  
[Three Unit Course, UC Davis, MSBA \(Graduate School of Management\), 2017- Present](#)

## SELECT PUBLICATIONS

**Books | Video | Articles | Technical Editor**  
[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  
[Using Data Science to Manage a Software Project, IBM Developerworks, 2017](#)  
[Pyomo, Linear Optimization in Python \(2 Part- Series\), IBM Developerworks 2013](#)  
[Parsing Log Files with F#, MapReduce and Windows Azure, MSDN Magazine, 2011](#)  
[Python Essential Reference, 4th Edition, Addison-Wesley, 2009 \(Technical Editor\)](#)  
[Python for Unix and Linux Systems Administration, O'Reilly, 2008](#)

## HOBBIES

Competition Brazilian jiu-jitsu, Martial Arts, Fitness, Sports, Running, Bouldering, Piano, Reading



Network News Editor/Engineer    Lead Systems Administrator    Lead Editorial Engineer    Python Developer    Lead Python Developer    Director Engineering    CTO & GM    Consultant & Professor

