

NOAH GIFT

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

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 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/My90

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

- Teach Applied Machine Learning

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

- Teach Machine Learning, MSDS 422 to Graduate Students in Data Science program
- Develop and teach course on MSDS 462 Computer Vision
- Develop and teach course MSDS 434 Analytics Application

Machine Learning Lecturer, 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.

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.

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SELECT PUBLIC SPEAKING & TRAINING

[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: The Business of Media 2016-2017, Business Analytics, 2019 – 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

Director Engineering, Loggly, San Francisco, CA July 2011 – May 2012
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 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: https://github.com/noahgift/functional_intro_to_python
Machine Learning Book: [Pragmatic AI Source Code](#)

PATENT

[US20170246545A1: Sports app with chat and pushed event information, 2017](#)

SELECT PUBLICATIONS

Books | Video |Articles | Technical Editor
Python DevOps, O'Reilly, est. 2020
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](#)
[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](#)