Kevin Beaulieu

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Summary

Open to roles in machine learning engineering/artificial intelligence/computer vision, especially as it relates to native iOS apps. I have been a full-stack iOS engineer for 6 years and am currently pursuing a master's in AI at Johns Hopkins University (remote).

Experience

Full-Stack/iOS Software Engineer
Rare Candy
Jun 2023 - Present (4 months)

iOS Contractor
Rare Candy
Dec 2022 - Jun 2023 (7 months)

Senior iOS Engineer
Kaia Health
Nov 2021 - Nov 2022 (1 year 1 month)
• Prototyping:
- Ideated and built novel experiences for physical therapy to drive repeated engagement
- Gamification using SpriteKit and machine learning model for human pose estimation

• Accessibility:
- AirPlay support to enable streaming exercise content from iPhone to TV
- Rebuilt onboarding flow with SwiftUI to support accessibility features such as Dynamic Type and higher color contrast

• Used Swift, UIKit, and SwiftUI extensively in this role

Senior Software Engineer
Thumbtack
Oct 2020 - Oct 2021 (1 year 1 month)

Software Engineer
Thumbtack
Jun 2017 - Oct 2020 (3 years 5 months)
• Thumbprint iOS Design System:
- Drove creation of several UI components and open-source release of iOS design system
- Built open-source playground app to preview UI components

• Instant Booking Consultations:
- Helped build instant scheduling of phone and on-site consultations
- Significantly reduced time to schedule appointments
- Involved both in iOS development in Swift and API development in Go and PHP

• Accessibility:
- Drove 0% => 20% increase in Dynamic Type support
- Created accessibility best practice guidelines for engineering & design

• GraphQL Infrastructure/Tooling:
- Built iOS tooling pipeline to support GraphQL communication with API

• Targeting:
- Evolved our targeting system to maximize the supply health of our marketplace and give pros the controls they need to tell us what jobs they can do

Software Engineer Intern (Android & iOS)

Thumbtack

May 2016 - Aug 2016 (4 months)
Developed a new sorting/filtering feature for Thumbtack's iOS and Android apps for professionals, giving users more streamlined access to the content they want.

Software Engineer Intern (Full-Stack Web)

Thumbtack

May 2015 - Aug 2015 (4 months)
I revitalized the reviews system for Thumbtack's customers, implementing a new, responsive Write Review page, adding support for sending private feedback to pros and Thumbtack, and rating professionals on a variety of sub-ratings.

Software Lead

Flinteract

Jul 2014 - May 2015 (11 months)
Flint seeks to bridge academic and experiential education by connecting students with established entrepreneurs who will provide them with both guidance and real-world challenges. At its core, Flint is a mentorship program between Cornell students and experienced professionals and/or Cornell alumni. Flint is unique and highly accessible in that it provides a convenient, interactive online platform upon which students and employers can communicate with each other.

I led the software development team, which is responsible for the implementation of Flint's website. The website is the main portal through which students and mentors find and connect with one another. In addition to managing the team, I focused primarily on design and front-end programming for the website.

Software Engineer Intern

Endless

May 2014 - Aug 2014 (4 months)

I worked on motion graphics and front-end programming for Endless Mobile's operating system. I designed and implemented subtle animations applied to microinteractions such as opening a window, clicking a button, or showing a menu. These animations aim to delight users with a more polished interaction and help guide their eyes toward relevant UI elements such as a window that just opened.

Intern

Naval Surface Warfare Center Carderock Division (NSWCCD)

Jun 2013 - Aug 2013 (3 months)

Updated training material for software package, allowing new users to efficiently teach themselves instead of waiting for the next training class.

Worked with weapons effects analysis team.

Intern

ANSER

Jun 2012 - Aug 2012 (3 months)

Built/analyzed computer simulation of the flow of illegal migrants across U.S.-Mexico border

Taught myself NetLogo, a programming language for creating agent-based simulations.

Wrote 45-page report on findings, presented results to mentor's team.

Education

Johns Hopkins Whiting School of Engineering

Master of Science - MS, Artificial Intelligence

Jan 2022 - Aug 2025

Master's degree in progress, expected summer 2025.

Cornell University

Bachelor's Degree, Computer Science

Aug 2013 - May 2017

Double major in computer science and philosophy, with a minor in physics.

Licenses & Certifications

Deep Learning with Tensorflow - edX

Deep Learning Essentials with Keras - edX

Go (Basic) - HackerRank

Machine Learning Specialization - Coursera

YPS8D6QNRYPG

The Complete Self-Driving Car Course - Applied Deep Learning - Udemy

UC-CBYQ3WK2

Skills

Pandas (Software) • NumPy • Scikit-Learn • PostgreSQL • Artificial Intelligence (AI) • SwiftUI • iOS • Swift (Programming Language) • Machine Learning • Python (Programming Language)