

Leo Simmons

Software Engineer / Machine Learning Engineer

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Summary

Software engineer experienced in startup and larger company environments. Have architected, written, deployed, and managed software systems working with full-stack development, machine learning, web scraping, devops.

Professional Experience

Software Engineer, Cacheflow, *Remote*

January 2022 - October 2023

Cacheflow is a B2B subscription billing management and CPQ solution. It was acquired by HubSpot in October 2024. I was employee number 5. I helped build the product from the early stages, working on all sides of the software: Java Spring application, Node.js service, React/Typescript frontend, AWS infrastructure, integrations.

Software/Machine Learning Engineer, Foxy AI, *Remote*

April 2019 - November 2020

Foxy AI is a startup applying machine learning to the field of residential real estate. I worked part-time, then full-time, doing various types of software development: trained neural networks, built ML-based search engines, ran large-scale scraping jobs, built web apps and a chrome extension, created a microservice-based backend to service these systems. Used Python, Keras, PyTorch, Docker, React, Spotify's Annoy. Mentored junior engineers, worked with clients.

Software Engineer, WeWork, *San Francisco*

April 2019 - May 2020

Worked on various backend services powering access management in WeWork spaces. Worked with Golang, Java, Kubernetes, gRPC, Kafka.

Contract Machine Learning Engineer, Boston Deep Learning, *Remote*

January 2019 - April 2019

Boston Deep Learning is a consultancy building various machine learning products. I worked on a project developing convolutional neural networks for a facial recognition app. Handled feature engineering, network architectural design, productionizing models. Blog post describing one of these models can be found at <https://medium.com/@leosimmons>.

Software Engineer, Si14, *San Francisco*

February 2017 - July 2018

Si14 was a small consultancy that specialized in web scraping software. I worked as the primary developer of a scraping system where I wrote a scraping library in Python, deployed a distributed system in AWS to use the library to complete a large volume of scheduled and on-demand scraping jobs. Maintained a web app built with Backbone/Marionette, Python, Flask, and MySQL for users to interact with the scraping system. Integrated system with Loggly, TravisCI, AWS CodeDeploy for monitoring, testing, and deployment.

Software Engineer Intern, Harmony, *San Francisco*

September - December 2016

Interned at Harmony (formerly Set The Set), a musician platform, as a full stack developer. Worked with the MEAN Stack and the Spotify API to build a public-facing console for artists to use to create their own tour pages on <https://settheset.com>.

Software Engineer Intern, Waylz, *Boston*

June - August 2016

Interned at Waylz, a stock-trading app, as a full-stack developer. Used AngularJS, Bootstrap, Flask, MongoDB, and SQLite to build an administrative console for users of the app.

Education

University of Massachusetts Amherst

- Bachelor of Science in Biochemistry and Molecular Biology, 2016
- Worked in various research labs while in school. Listed as an author on three papers published in peer-reviewed journals. Details available at <https://leosimmons.me/science>
- Dean's List Honors for last four of seven semesters at school