Kaden Baratcart

Data Analyst / Software Engineer

contact

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education

Bachelor Of Games, Interactive Media, and Mobile Technologies (GIMM), Minor In Computer Science, Google Certified In Project Management, IBM Certified in Machine Learning and **Exploratory Data Analysis** - Boise State University (May 2023)

- Boise, ID

key skills

Machine Learning, Swift / Java / Python/ C# / SQL, Unity / Blender, Data Annotation / Conversational Analysis, Red Teaming / Penetration Testing, Git / GitHub / Virtual Machines, Agile Frameworks, Leadership, Clear Communication, Microsoft / Adobe Products

Augmented / Virtual Reality,



profile

A highly motivated and technically proficient Data Analyst and Software Developer with a year of experience at Meta. Skilled in analyzing complex datasets, developing software, and creating innovative solutions in augmented reality and machine learning. Adept at collaborating within Agile teams and managing projects to deliver high-quality results.

professional experience

Data Labeling Analyst II / Red Team

(Oct 2023 – Present) Meta – San Diego, CA

- Data Annotation: Labeled various types of data, including images, text, and audio, following established guidelines to prepare datasets for machine learning models.
- Analyzed Complex Data Sets: Labeled and analyzed complex data sets to enhance user security measures and improve AI model training.
- Red Teaming & Penetration Testing: Conducted advanced red teaming and penetration testing to identify vulnerabilities in artificial intelligence systems.
- Simulated Attacks: Designed and executed simulated attacks to evaluate and stresstest security protocols and defenses.
- Cross-Functional Collaboration: Collaborated with cross-functional teams to implement security enhancements and remediate identified vulnerabilities.
- Documentation & Reporting: Developed and maintained comprehensive documentation of testing methodologies, results, and data annotation processes.
- Continuous Improvement: Stayed informed on the latest cybersecurity threats, data labeling techniques, and tools, applying this knowledge to refine testing and annotation practices.

Project Manager / XR Software Developer

(Aug 2022 - Aug 2023)

Theia Wayfinding - Boise, ID

- Developed Theia Wayfinding, an innovative AR navigation app designed specifically for individuals with visual impairments.
- Planning and defining project scope, goals, and deliverables.
- Ensuring project deliverables are completed on time, within budget, and to the desired quality.
- Programmed the indoor navigation, user interface, AI assistant, and all AR features.

XR Software Developer

(Aug 2022 - Aug 2023)

K-12 Luminary – Boise, ID

- Programmer for the K-12 Luminary Project, an educational iPad app aimed at enhancing history education for grades K-12 with augmented reality.
- Programmed for the Beyond the Frame and Soundscape features of the app.