

Henry Kobin

Staff AI/ML Engineer

Burbank, CA | Henry.Kobin@gmail.com | madebyhenry.dev | linkedin.com/in/henrykobin

Summary

AI/ML engineer with nearly a decade of experience, from Head of Software on the remote-sensing platform monitoring the largest dam removal in history to co-inventor on two pending patents at Fortrea. Holds an M.S. in Computer Science from Georgia Tech.

Experience

Fortrea

Mar 2024 – Present

Staff AI/ML Engineer, AI/ML Rapid Development Studio | Remote

- Built and led a real-time budget estimator for multimillion-dollar clinical trials, from ML model to React/Python app.
- Cut a multi-day workflow to minutes with one of several AI tools conceived and led for clinical, commercial, and marketing teams, including retrieval-augmented authoring and multimodal content generation.
- Took an exploratory data platform from requirements to production in under 8 weeks with a small team using AI coding assistance, versus an estimated year.
- Co-inventor on two U.S. patents pending: guidance-grounded LLM drafting and live document capture into web forms.
- Represent AI on the Architecture Review Board and advise the AI Governance Committee.
- Set technical standards, interview candidates, and mentor engineers through code review, pairing, and 1:1s.

Gybe

May 2021 – Mar 2024

Head of Software, Sep 2022 – Mar 2024 | Remote

- Built the platform that monitored the Klamath River dam removal, the largest in history: 2,377 km² of satellite coverage, 1.5 TB of imagery, and 55,663 sensor measurements.
- Led the software roadmap and a team of five across the US and Portugal, hiring and mentoring engineers.
- Supported NASA JPL/SDSU water-quality research and a DOE SBIR Phase I project.

Lead Software Engineer, May 2021 – Sep 2022 | Remote

- Joined as the first developer and productionized GybeMaps, taking it from a local beta to an AWS platform used by the City of Salem, The Nature Conservancy, and AB InBev.
- Built ML pipelines for satellite imagery and field sensors over a petabyte-scale archive, including atmospheric correction and neural networks that predict water quality.

Verdant A.I.

Sep 2018 – May 2021

Full-Stack Developer | Los Angeles, CA

- Built MVPs for 10+ early-stage startups as one of two full-stack developers.
- Developed a text-to-scene tool that parsed phrases with NLP, matched actors to tagged 3D assets, and scaffolded Unity scenes with the described motion.
- Engineered clinical-trial criteria review screens and an Apache NiFi pipeline feeding MetaMap concept extraction.

Skills

AI and ML

LLM applications, RAG, grounded generation, agentic workflows, evaluation, MLOps/LLMOps, scikit-learn

Engineering

Python, JavaScript, TypeScript, SQL, FastAPI, Flask, React, Node, Unity, C#

Data and cloud

PostgreSQL, Cosmos DB, Redis, Azure, AWS, Docker, Linux

Generative media

ComfyUI, Stable Diffusion, SDXL, FLUX, LoRA training, ControlNet, AnimateDiff

Delivery

Azure DevOps, Jira, Agile/Scrum

Education

M.S. Computer Science

Georgia Institute of Technology

B.S. Computer Science

Fort Hays State University

Certifications

PMI-CPMAI

Project Management Institute

Professional Scrum Master I

Scrum.org

Independent Work

StillRoom

Offline AI video studio

In Residence

AI art installation

FORM

Mathematical print studio

madebyhenry.dev