

# Lee Falin

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## Education

- PhD in Genetics, Bioinformatics, and Computational Biology - Virginia Tech: 2011
- BS Degree in Computer Science - University of Illinois: 2005

## Academic Appointments

- Online Adjunct Faculty of Computer Science, BYU-Idaho: 2024 - Present
- Online Adjunct Faculty of Computer Science, University of the Cumberlands: 2023 - Present
- Faculty of Computer Science, BYU-Idaho: 2020 – 2021
- Online Instructor, BYU-Idaho: 2018 – 2020
- Assistant Professor of Computer Science, Southern Virginia University: 2017 – 2018
- Visiting Faculty of Computer Science, BYU-Idaho: 2015 – 2017
- CS/EE Adjunct, BYU-Idaho: 2014 – 2015
- Bioinformatician, EMBL European Bioinformatics Institute: 2012 – 2014
- Research Assistant, Tyler Lab Virginia Bioinformatics Institute: 2006 – 2011

## Publications

- Ensembl Genomes 2016: more genomes, more complexity.  
*Kersey, Paul; et al. - Nucl. Acids Res. (04 January 2016)*
- Ensembl Genomes 2013: Scaling up access to genome-wide data.  
*Kersey, Paul; et al. - Nucl. Acids Res. (1 January 2014)*
- Using Interpolation to Estimate System Uncertainty in Gene Expression Experiments.  
*Falin LJ, Tyler BM (2011) - PLoS ONE 6(7): e22071.*

## University Citizenship / Outreach

- Digital Literacy Committee - SVU
- Course Design Council - BYU-Idaho
- AI Faculty Mentor - BYU-Idaho
- Host of the Everyday Einstein Science Education Podcast for Macmillan Books

## Course Design / Teaching

- Machine Learning and Data Science with Python and R
- Mobile Design and Development
- Procedural Programming in C++
- Object-Oriented Programming in C++
- Data Structures & Algorithms in C++
- Introductory Programming in Python
- Introductory Programming in Java
- Database Systems with PostgreSQL
- Theory of Computation
- Game Design
- Client-Side Web Development
- Server-Side Web Development
- Introductory Programming in C#
- Advanced Multiplayer Game Design
- Games for Learning and Simulation
- Essentials of Gamification

## Conference Presentations / Posters

- Adapting Teaching to the Needs of the Learner  
*Virginia Tech Hokie Stone Commemoration – 2010*
- System Uncertainty in Gene Expression Data  
*Virginia Tech Graduate Research Symposium – 2010*
- Microarray Data Inference  
*ACC Interdisciplinary Forum for Discovery in the Life Sciences – 2010*
- Microarray Data Inference  
*ISCB Intelligent Systems for Molecular Biology – 2010*
- OpenCL – Now everyone has a super computer (almost)  
*Virginia Bioinformatics Institute – 2009*
- Inference of Functional Modules in Regulatory Networks  
*Virginia Bioinformatics Institute – 2007*

## Languages

- English - Native Proficiency
- Brazilian Portuguese - B2 / C1 Proficiency

## Selected Industry Experience

- Freelance Data Scientist / Technical Consultant: Sep 2017 – Present
- Software Engineer at Rogue Amoeba (Various Capacities): Jan 2009 – Present
- Lead Data Scientist - Featurespace: Sep 2022 – Mar 2023
- Bioinformatician at the European Bioinformatics Institute: Jul 2012 – May 2014
- Principal Software Developer / Owner at CrewPlannr: Jan 2019 – Jan 2020
- Principal Software Developer / Owner at Polarian: Jan 2005 – Mar 2008