

School of Computer Science

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Cocoa Touch

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OBJECTIVE:

An internship or research opportunity that will allow me to utilize my problem solving skills and attention to detail to further develop my abilities in the field of computer science.

EDUCATION:

Carnegie Mellon University, Pittsburgh PA

Bachelor of Science in Computer Science, May 2018

Walnut Hills High School, Cincinnati, OH

Diploma with Honors, June 2014 GPA 4.0/4.0

COURSEWORK:

Analysis I and II; Introduction to Programming; Concepts of Mathematics; Principles of Imperative Programming, Great Theoretical Ideas in Computer Science

PROJECT:

Programming Homework: An Adventure Game (Fall 2014)

*Created a text-based adventure game with a graphical interface in Python.

EXPERIENCE:

*Intern for Dr. Richard M. Males, Cincinnati OH (November 2013 -January 2014):

Assisted in the reformatting of Excel files for data analysis of expert reviews of flood rates and how they impact different building structures.

*Tutor for middle school students with East End Youth Projects (Fall 2014-Present)

TECHNICAL SKILLS:

Proficient in Python.

ACTIVITIES:

CMU KGB, Fall 2014-Present.

Varsity High School Cross Country, Fall 2012-Fall 2013 (Team Captain, 2013).

Varsity High School Track, Spring 2012-Spring 2014

Junior Engineering Technical Society, 2012-2014.

HONORS:

Carnegie Scholarship, Fall 2014-Present.

National Merit Scholar, 2014

National AP Scholar Award, 2004

Cum Laude Society, 2014

May Trix

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EDUCATION

CARNEGIE MELLON UNIVERSITY

B.S. IN COMPUTER SCIENCE

Pittsburgh, PA | Expected May 2018

SKILLS

Java • Python • C • SML • HTML5 • CSS • Django • Android • L^AT_EX • Git
Data structures • Software design patterns

COURSEWORK

Parallel and Sequential Data Structures and Algorithms

Introduction to Computer Systems

Software System Construction

Great Theoretical Ideas in Computer Science

Web Application Development

Principles of Imperative Computation

Principles of Functional Programming

LINKS

Github://maytrix

LinkedIn:// maytrix

EXPERIENCE

CARNEGIE MELLON UNIVERSITY, HUMAN-COMPUTER INTERACTION INSTITUTE | RESEARCH ASSISTANT

February 2016 - Present | Pittsburgh, PA

- Make Android and web apps for NavCog, a tool that uses sensors, computer vision, and crowdsourcing to help blind people move in spaces. Target crowdsourcing effort to create 3-D models of buildings and maintain sensors.

June 2015 - August 2015 | Pittsburgh, PA

- Led 3 person team developing mobile and wear apps for Chorus, a web-based crowdsourcing conversational assistant. Has text to speech and speech to text capabilities. Uses Yelp Search and Yahoo APIs.
- Made a natural language processor tool to be added to Chorus web application.

BUSINESS GOLF ACADEMY | SOCIAL MEDIA MANAGER

May 2015 - Present | Pittsburgh, PA

- Manage the social media presence for BGA, which encourages women to use golf to advance their careers. Tripled Twitter followers

PROJECTS

UMBRELLA | LEAD ANDROID DEVELOPER, GIT REPO MANAGER

February 2016

- App uses crowdsourcing to fight gender-based violence and the bystander effect. Bluetooth-based messaging where users anonymously post situation.

BUDGIE | LEAD ANDROID DEVELOPER, GIT REPO MANAGER

September 2015

- App to manage and categorize expenses. Implements Microsoft's Oxford Optical Character Recognition API. Pie charts show spending distribution.

ACTIVITIES

WOMEN'S VARSITY GOLF TEAM | CAPTAIN (2014-PRESENT)

August 2014 - Present | Pittsburgh, PA

- Won Thomas B. Craig & LaVerne Craig Tartan Award 2015-2016 (Most Valuable Player), University Athletic Association All Association First Team, Eastern College Athletic Conference Rookie of the Month Division III, University Athletic Association Women's Golf Athlete of the Week (3 times)
- Student Athlete Advisory Council | September 2014 - May 2015

WOMEN@SCS | MENTOR

September 2014 - Present | Pittsburgh, PA

- "Big sister" in the Big Sister/Little Sister mentoring program.

THE FIRST TEE OF PITTSBURGH | VOLUNTEER GOLF INSTRUCTOR

September 2014 - Present | Pittsburgh, PA

- Teach golf and life skills to 20 underprivileged children ages 8-16 years

Al Gorithm

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OBJECTIVE

To obtain a professional position in the consulting industry utilizing my relevant experience, technical expertise, and problem solving skills.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA

Bachelor of Science in Computer Science, May 2016 GPA: 3.0

Selected Coursework: Data Structures (Java), Web Applications, Database Applications, Distributed Systems, Computer Systems (C and Unix), Great Theoretical Ideas in Computer Science

SKILLS

Coding: C/C++, Java, x86 assembly, C#, PHP, Javascript, HTML, CSS, SML, Ruby, Perl

Technologies/Environment: Windows, Win32 API/GUI, Linux, MySQL, OpenGL, ASP.NET

EXPERIENCE

Artemia Health Systems, Cleveland, Ohio

Student Intern (Summer 2015)

- Created new functionality for state-level prescription drug information system
- Worked with end users to determine their information needs
- Wrote application to create custom surveys
- Migrated existing website from SQL Membership to ASP.NET

Carnegie Mellon University Computing Services Help Center, Pittsburgh, PA

Student Consultant (September 2013 – Present)

- Resolved issues regarding networking (wired, wireless, and dialup), and email problems for Carnegie Mellon University users
- Answered questions about software supported by the university, such as MS Office
- Communicated with customers through email, telephone, and face to face

PROJECTS

Vintage Foundation (Fall 2014) – a consulting project in a nonprofit organization

- Advised on new technologies to help further the organizational mission
- Instructed program director on building a user-friendly website and relational database
- Assessed systemic problems and suggested possible solutions

News Delivery System (Spring 2014) - online information gathering/presentation system

- Integrated old code with new for web application delivering custom tailored web news
- Coded in Java using Model-View-Controller architecture

Ebarter (Fall 2013) - an online bartering system running on Apache Tomcat

- Applied software engineering principles along with J2SE Web Development Kit
- Led team in coding phase of development

U.X. (Dee) Sign

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Work Experience

MHCI Capstone with NASA--Design Lead, Jan – Aug 2014 Collaborated with a team of masters students to design for NASA engineers and the International Space Station, designed and developed a mobile application and RFID tracking system.

CMU School of Design--Teaching Assistant, Aug – Dec 2013 Aided two professors in teaching 41 first-year design students the basics of design principles. Guided the students, answered questions, attended their class, and helped document their work.

Apple--Visual Interface Design Intern, Summer 2013

Created usable interactions. Designed user flows. Worked on new features with the iTunes Apps Design team. Ideated new interfaces.

Penguin Group (USA)--Design/Art Intern, June – Aug 2012 Designed e-book covers. Assisted cover designers with type- setting on book jackets. Proposed full book covers to art director.

Branding Brand – UX Designer, Fall 2014

Designed mobile sites and apps for major e-commerce brands. Analyzed client sites and provided recommendations to improve. Devised and implemented A/B tests and measured results. Oversaw design of new products from conception to launch

Involvement

CMU Spring Carnival Head of Marketing, 2013 –

April 2014 CMU School of Drama's Playground

Designer, 2013, 2014 Counterpoint A Cappella

President, Jan 2011 – Nov 2013 CMU CMU

Orientation Leader, Aug 2011 – Aug 2013

Education

Carnegie Mellon University

Masters of Human-Computer Interaction, Dec. 2014

Carnegie Mellon University

BFA in Communication Design, May 2014

Double major in HCI

3.76/4.0 GPA, with highest honors

Recognition

Phi Kappa Phi Honor Society, Sept 2013

Andrew Carnegie Society Scholar, Sept 2013

School of Design Merit Award, May 2012

Carnegie Mellon Dean's List 6/8 semesters

Skills

User Research:

Contextual Design

Think Aloud

Persona Design

Storyboarding

Heuristic Evaluation

Design:

Sketch

Photoshop

Illustrator

InDesign

AfterEffects

Prototyping:

HTML/CSS

Javascript

MATLAB

Arduino

MACK CROLANGUAGE

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EDUCATION

Carnegie Mellon University, Pittsburgh, PA

Master of Science, Computer Science, December 2015

Selected Coursework: Introduction to Machine Learning (10-601, Fall 2014), Distributed Systems (15-440/640, Fall 2014), Algorithm Design and Analysis (15-451/651, Fall 2014), Web Apps Development (15-637, Spring 2015), Machine Learning with Large Datasets (10-605, Spring 2015), Graduate Artificial Intelligence (15-780, Spring 2015)

Birla Institute of Technology and Science, Pilani, India

Bachelor of Engineering (Hons.), Computer Science (Minor: M.Sc. Economics), July 2014

SKILLS

Programming/Scripting Languages: (Proficient)Java;(Familiar)Python,C,SQL,Javascript,MATLAB,Perl

Frameworks and tools: Hadoop, Django, DKPro for NLP, Maven, Git

EXPERIENCE

Software Engineering Intern

Yahoo! Inc., Sunnyvale, CA, May - August, 2015

- Interned with the user data team, which is part of cloud services at Yahoo!

Research Intern

Ubiquitous Knowledge Processing Lab, TU Darmstadt, Germany, January - June, 2014

- Developed an application (in Java) using the DKPro library to automatically solve multiple choice reading comprehension questions. Using text similarity and textual entailment measures, it obtained the 2nd best score in the CLEF Entrance Exams competition.

Research Student

Computer Engineering and Networks Laboratory, ETH Zurich, Switzerland, July - December, 2013

- Developed an application (in Python) to use a tree-based learning algorithm to model the deadline hit and miss patterns of periodic real-time tasks. The algorithm used formal verification techniques to generate a regular language-based guarantee to predict future deadline hits and misses.

Developer (Google Summer of Code)

Student Developer for National Resource for Network Biology (NRNB), Summer 2012

- Built an app (in Java) for Cytoscape, an open-source software for complex network visualization. The app helped users to visually analyze and modify molecular interaction networks.

PROJECTS

MapReduce Engine

Carnegie Mellon University, Fall 2014

- Implemented a Hadoop-like MapReduce facility, with master and worker nodes for map-reduce operations over large datasets, with a distributed file system, and fault tolerance to address datanode failures.

Object Recognition Using CIFAR-10 Dataset

Carnegie Mellon University, Fall 2014

- As part of an in-class Kaggle competition, several approaches were tried to train a model using 4000 images for the CIFAR-10 dataset. With GIST descriptors and a Kernelized (RBF) SVM, a test accuracy of 61% was obtained on a dataset consisting of 15000 images.

Intelligent Indoor Emergency Response System

Carnegie Mellon University, Spring 2015

- Developed a priority-based auctioning algorithm for task allocation in a multi-agent environment. Using a modified A* algorithm, tasks were prioritized based on proximity to the location of the fire resulting in an efficient evacuation.