Brennan Lagasse
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SUMMARY

Dedicated computer and data science undergraduate excited about opportunities to solve novel problems in applied computer science and statistics. Knowledgeable about data analysis and machine learning and experienced with languages including Python, Java, C/C++, R, and Rust and libraries like TensorFlow, PyTorch, and NumPy. Experienced in applied computer science and statistics through research in quantum computing and neuroscience.

EDUCATION

Yale University, New Haven, CT   Expected Graduation 2026
- Prospective BS in Computer Science and Mathematics and BS in Statistics and Data Science (GPA 4.0)
- Coursework in Data Structures, Data Analysis, Linear Algebra, Discrete Math, and Quantum Computing

Mark T Sheehan High School, Wallingford, CT   Class of 2022
- Valedictorian, US Presidential Scholar Semifinalist, President of Math Team, Mock Trial, and STEM Team

TECHNICAL SKILLS

- Computer Languages: Rust, Java, C, C++, Python, R, MATLAB, Racket, JavaScript, SQL
- Tools: Git, Qiskit, NumPy, PyTorch, pandas, React.js, Next.js, Node.js, UNIX
- Skills: Machine Learning, Data Analysis, Software Engineering, Math

WORK EXPERIENCE

Efficient Computing Lab, Research Assistant, Yale University   May 2022 - Present
- Received Yale First Year Summer Fellowship to carry out my proposed research to design the first fast and accurate decoder for a practical quantum computer
- Envision creative and useful interfaces for error correction, optimize algorithms for rapid error identification

Meyers Lab, Research Assistant, Yale University   Nov. 2022 – May 2022
- Develop algorithms to process and analyze two photon calcium imaging of the brain and compare this to the electrophysiology method

The Soccer Box of Connecticut, Software and Electronics Developer, Wallingford, CT   June 2022 – Aug. 2022
- Designed electronics for an original LED target system for soccer training for a local business
- Developed software for twenty interactive soccer drills currently used to train dozens of students every week
- Created an app to enable company staff to wirelessly run drills and select game settings

CT STEM Academy, STEM Instructor, Wallingford, CT   Sept. 2020 – Aug. 2022
- Designed and taught interactive lessons that exposed hundreds of youths to science, engineering, and code
- Led staff training to give a dozen teachers the technical strategies and confidence to run exciting STEM classes

PROJECTS & LEADERSHIP EXPERIENCE

Yale Undergraduate Quantum Computing Club, Director of Invited Talks   Oct. 2022 - Present
- Learn about math models for quantum computing and participate in error correction and ML groups
- Network with experts in academia and industry to organize compelling talks for next school year

Yale Society for Quantitative Research, Member   Nov. 2022 - Present
- Attended lecture series on market making and assets, participated in statistical modeling study group

Coins of Dura Europos Website, Class Project, Computer and Data Science for the Digital Humanities
- Collaborated with a team to develop a website that enables users to interact with ancient coins using a novel interactive lighting tool and generous search engine with information pulled from WikiData
- Communicated with humanities experts to ensure the website was accessible and facilitated critical thought

GUS Robotics, Inc, Board Member and Lead Programmer   Jan. 2018 – Aug. 2022
- Wrote business plan, managed budget, secured thousands of dollars in funding to ensure membership was free
- Developed adaptable software for FIRST and VEX robotics recognized at the district and international level
- Trained younger students to program through interactive team challenges and remain an active team mentor