Corbin Petersheim

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EDUCATION

Texas A&M University **December 2022**
Master of Science, Computer Science GPA: 3.75

Texas A&M University **December 2020**
Bachelor of Science, Biomedical Engineering, Magna Cum Laude GPA: 3.77

EXPERIENCE

Texas A&M University **Aug. 2020 – Dec. 2022**
Graduate Assistant Researcher *College Station, TX*

- Thesis: Lessons Learned Comparing Computer Science Student and Recruiter Resume Screening Evaluations
  - Utilized screen-based eye tracking to compare student and recruiter resume screening behavior
  - Generated heatmaps in Python for visual aid and to demonstrate the areas of focus on resumes
  - Conducted OLS and Logistic regressions to determine which resume items contributed to decisions
- Presented thesis findings and issues faced in weekly meetings with fellow lab members
- Primary developer on websites associated with the lab while working closely with designers

Texas A&M University **May 2020 – Aug. 2020**
Summer Research Assistant *College Station, TX*

- Publication: Comparing Student and Recruiter Evaluations of Computer Science Resumes
  - First author on IEEE published paper detailing what aspiring CS majors misunderstand about resumes
  - Quantified which resume items were associated with resumes being moved on using OLS

Texas A&M University **June 2019 – May 2020**
Undergraduate Research Assistant *College Station, TX*

- Primary developer with focus on data wrangling and analysis for the team working in Stata, Excel, and Python
- Gained experience working in an interdisciplinary team environment as the data expert

PROJECTS

Orthotic Modeling System

- Sponsored by Texas Children's to create a novel method for treating for foot and ankle malalignment
- Created a system to generate adjustable orthotics using a scanned model of a foot for 3D printing
- Developed a GUI in Python to interface with OpenSCAD that enabled users to dynamically fit the orthotic

SpaceCRAFT Project

- Implemented a mathematical model to simulate human heart rate in space using C++ and Unreal Engine 4
- Led a team of three of biomedical engineers and gave biweekly presentations to a group of 40+ engineers

Honey Up!

- Game developed in 48 hours on team of four that won 1st place out of over 90 teams and 400 participants
- Programmed statistics and UI elements to display relevant game parameters using C# and Unity game engine

SKILLS

- **Skills:** Python, Stata, Google Colab, Microsoft Excel, HTML/CSS, PHP, MATLAB, WordPress