Christopher Gilbert

christopherfrommaine.netlify.app

in christopherfrommaine

• christopherfrommaine

Education

Massachusetts Institute of Technology

Cambridge, MA

Undergrad in Computer Science and Physics

Studying Quantum Information Science and Computational Physics

Experience

Author 2019

Quantum Mechanics for Kids:

a Humorous, Easy-to-Read, Math-Free Book on a Very Perplexing Subject

- Developed deep learning models for the detection of gravitational waves in LIGO data
- Published 3 peer-reviewed research papers about the project and results

Summer Intern Ankara, Türkiye Company BJune 2023 - Sept 2023

• Optimized the production line by 15% by implementing a new scheduling algorithm

Summer Intern Istanbul, Türkiye

Company AJune 2022 - Sept 2022

Designed an inventory management web application for a warehouse

Projects

Example Project May 2024 - present

A web application for writing essays

- Launched an iOS app in 09/2024 that currently has 10k+ monthly active users
- The app is made open-source (3,000+ stars on GitHub)

Fall 2023 Teaching on Udemy

• Instructed the "Statistics" course on Udemy (60,000+ students, 200,000+ hours watched)

\mathbf{Skills}

Programming: Proficient with Python, C++, and Git; good understanding of Web, app development, and DevOps

Mathematics: Good understanding of differential equations, calculus, and linear algebra

Languages: English (fluent, TOEFL: 118/120), Turkish (native)

Publications

3D Finite Element Analysis of No-Insulation Coils

Jan 2004

Frodo Baggins, John Doe, Samwise Gamgee

10.1109/TASC.2023.3340648

Extracurricular Activities

- \circ There are 7 unique entry types in RenderCV: $BulletEntry,\ TextEntry,\ EducationEntry,\ ExperienceEntry,\ NormalEntry,\ PublicationEntry,\ and\ OneLineEntry.$
- Each entry type has a different structure and layout. This document demonstrates all of them.

Numbered Entries

- 1. This is a numbered entry.
- 2. This is another numbered entry.
- 3. This is the third numbered entry.

Reversed Numbered Entries

- 3. This is a reversed numbered entry.
- 2. This is another reversed numbered entry.
- 1. This is the third reversed numbered entry.