Eli Propp

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SKILLS

- Experience using Python and C++ demonstrated through work experience, personal projects, and university curriculum
- Experience working with deep learning models through fast.ai's deep learning MOOC and personal projects
- Strong attention to detail demonstrated by identifying bugs and their causes in company's testbench software
- Effective communication and teamwork skills showcased by formally presenting research findings to professors, graduate students, and peers at the Weizmann Institute of Science
- Git; Visual Studio; VS Code; Eclipse

PROFILES

- LinkedIn/Eli Propp
- GitHub/ehpropp
- ehpropp.github.io/Website/
- bit.ly/3bq6W3Y (Blog)

EDUCATION

Candidate for Bachelor of Applied Science, Computer Engineering, Honours Co-op
2019 – Exp. 2024
University of Waterloo,
Waterloo, ON

EXPERIENCE

Test Automation Developer   May-Aug 2020
Adaptive Networks Ltd., Vaughan, ON
- Worked on test bench software to rapidly configure tests and retrieve results using Microsoft Visual Studio and C++
- Resulted in faster setup time and data retrieval, which yielded more efficient product testing
- Presented bug reports on previous developments

International Summer Science Institute   July 2018
The Weizmann Institute of Science, Rehovot, Israel
- Conducted research with a team of 4 to determine effects of specific factors on photosynthesis efficiency and carbon exchange of trees
- Conducted statistical analysis, including univariate and multivariate tests to determine dependence and correlation
- Presented our findings to 100 peers and faculty at a research seminar

PROJECTS

Data Visualization Blog
- Created a blog to visualize and analyze data
- Developed the blog using Python, streamlit, pandas, and seaborn; deployed using Heroku web hosting service

Fruit Classifier & Web Application
- Trained a deep learning CNN model using Python and the fastai library to classify 12 fruits
- Developed a web application for the classifier using Python and streamlit; deployed using Heroku web hosting service

Snake Game Clone
- Leveraged Python to create classes and functions including initialization, game logic, and edge cases
- Used the PyGame library for the graphics user interface

Kaggle Competitions
- Competed in Kaggle data science competitions on image classification, regression, and tabular classification
- Used Python with fastai, pandas, and matplotlib libraries to train models