

## **Gilad A. Schneider**

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### **Education**

**Rutgers University – Double Bachelor's in Computer Science, Mathematics**

**May, 2023**

- 3.98 GPA, Dean's List every semester, SAS Excellence Award
- **Relevant Coursework:** Data Structures, Algorithms, Machine Learning, Multivariable Calculus, Linear Algebra, Numerical Analysis, Probability Theory, Statistics Theory, Real Analysis

### **Technical Skills**

**Programming Languages:** Python (Pandas, PyTorch, Flask), Java, C, SQL, HTML, CSS, Javascript

**Other Technologies:** Git Version Control, Linux, Windows, MacOS, Excel

### **Work Experience**

**GreenTree – Full Stack Engineer**

**May, 2022 – November, 2022**

- Developed a website (1800 lines of code) using an HTML/CSS/JavaScript frontend, Python/Flask backend, and MySQL database.
- Utilized Github Copilot, Github Actions, and Git Source Control to streamline code development, testing, and deployment processes.
- Collaborated with the CEO and CTO to plan and engineer new product features.

**4n6 Research – Undergraduate Research Assistant**

**May, 2021 – May, 2022**

- Created neural network architectures including Transformers, Residual Networks, and Convolutional Networks using Python.
- Developed a novel method to reduce training time of neural networks, resulting in 500 lines of Python code and a comprehensive 10-page technical report outlining the research and results.
- Contributed to the composition of a research paper published in IEEE-DASC (2022) that proposed and implemented an innovative technique to reduce the memory requirements of neural networks by up to 6000%.

**PEN America – Accounting Intern**

**May, 2020 – August, 2020**

- Analyzed general ledger accounts and bank statements to ensure accurate accountability.
- Conducted budgeting, reporting, and other aid for financial analysis.
- Processed revenue, including handling daily deposits and internal expenses.

### **Highlighted Projects**

**Machine Learning Principles: Patching Holes**

**Fall 2022**

- Developed Neural Network, Decision Tree models using Python (800 lines of code) to accurately reconstruct blacked-out 300x300 pixel regions in images.
- Implemented gradient descent, back-propagation, correlation calculation, and highest expected information calculation algorithms for successful training.
- Utilized an ensemble of models, employed Bootstrapping to generate realistic-looking images.

**Independent Project: Endless-Runner Style Video Game**

**Summer 2022**

- Designed and programmed an engaging and fun endless-runner style video game using Python, consisting of 600 lines of code.
- Implemented sprite sheets and kinematic equations to enhance game visuals and create a realistic gameplay experience.
- Utilized a variety of OOP principles to aid in the development of the game, including classes, methods, and functions.