ISABEL SIEH

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EDUCATION

Stanford University Stanford, CA
B.S. in Computer Science (AI Concentration), Minor in Digital Humanities *September 2021 – June 2025*

Relevant Courses: (in progress: AI Principles and Techniques, Data Management and Systems), (future 2023-2024: NLP with Deep Learning, Mining Massive Datasets, Deep Learning for Computer Vision, Deep Reinforcement Learning), Design and Analysis of Algorithms, Web Applications, Operating Systems Principles, Intro to Computer Graphics and Imaging

EXPERIENCE

Intelligent Robotic Interaction at Scale (IRIS) Lab, led by Prof. Chelsea Finn Stanford, CA
ML and Robotics Researcher *October 2023 – Present*
- Comparing simulations versus real-world as evaluation methods for training vision-based robotic manipulation policies
- Creating 3D models and simulations, scripting CV tools, testing policies, participating in weekly ML paper reading group

Independent Project, Stanford Clayman Institute for Gender Research Stanford, CA
Natural Language Processing (NLP) Researcher | Susan Heck Scholar *June 2023 – August 2023*
- 1 of 2 grant recipients selected to lead individual independent research (topic: Online Violence Faced by Filipina Journalists)
- Computed multilingual sentence embeddings for unsupervised topic clustering analysis on 70k Facebook texts in Python
- Developed a web app (philippine-presstitutes.github.io) in HTML and JavaScript featuring 10 NLP data visualizations

Stanford Human-Centered Artificial Intelligence Stanford, CA
Lead Full Stack Developer | Published Researcher *February 2022 – June 2023*
- Built full-stack web app teaching AI literacy including a multiplayer game with React, Google OAuth, D3.js, and Firebase
- Ran user testing in 3 classroom lesson environments and 4 UX teacher interviews, with work published in 3 research articles

Proof of Learn (EdTech and Video-Game Platform) New York City, NY
Software Engineering and Product Intern *June 2022 – August 2022*
- Coded the REST API with Typescript and implemented a MongoDB and PostgreSQL database for the game world
- Pitched product demo 14 times to 15k+ people and gained 1k+ users and lectured an online blockchain course for 5k+ students

Stanford Computer Science Department Stanford, CA
Section Leader (Teaching Assistant) for CS106A/B *December 2021 – August 2023*
- 1 of only 6 freshmen of the 40 undergrads selected, out of 100+ applicants
- Taught and graded assignments for sections, held debugging and problem-solving office hours and graded exams for 500+ students on Python programming methodologies and C++ data abstractions

Wave Computing (AI Chip Firm) Manila, Philippines
Artificial Intelligence and Data Science Intern *June 2019 – September 2019*
- Built Generative Adversarial network to realize 3D supermarket products, and fine-tuned a facial recognition system in Python

RECENT PROJECTS

AIdMap: Natural Disaster Prediction and Response for Banatao Hackathon August 2023
- Proposed a business plan and AI model for natural disaster prediction and infrastructure damage assessment for Philippine's typhoons through semantic segmentation and classification of satellite images

Campus Crimewatch (campus-crime-watch.github.io/) April 2023 – June 2023
- Coded a news web-app visualizing campus crime featuring an interactive map (Mapbox), graphs (D3.js), automated news ticker
- Built a data pipeline to clean, categorize, geo-code (ArcGIS), and run geo-spatial analysis on 4 years of crime data

Citadel and Correlation One Invitational Women's Datathon February 2023
- Conducted feature importance analysis, linking greenspace and income to cardiovascular health via a Python AI model

SKILLS AND AWARDS

Awards : Columbia-Stanford Brown Institute for Media Innovation 2023-2024 Magic Grant Awardee for NLP Entity Extraction, Spring 2023 Lunsford Oral Presentation of Research Award Nominee
Languages: Python, C/C++, Typescript, Javascript, Java, HTML/CSS   **Libraries**: D3.js, React, OpenCV | Familiar: PyTorch, Julia
Frameworks and Software: REST, Node.js, MongoDB, SQL, GoogleAPI, Git, VSCode, Blender, Tableau, Figma