IVAN KELBER

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EMPLOYMENT

SOFTWARE ENGINEERING INTERN, CHARLES RIVER ANALYTICS; CAMBRIDGE, MA   *SUMMER 2016*
Used Bayesian Networks to simulate tactical behavior of F-16 jets.
Created a simulation environment using Java, NASA WorldWind, and OpenGL

INSTRUCTOR, IDTECH; MANHATTAN, NY   *SUMMER 2014, 2015*
Led a class of advanced high school students in developing Android apps
with a focus on OOP and good software design.

PROJECTS

SAFETY PIN   *SPRING 2016*
Used Google Maps Android API, SQL, Python, OpenStreetMaps,
and the NYC crime database to create an app that uses Dijkstra's Algorithm
to route users along the safest path to their destination.

PUDDLESTORE   *SPRING 2016*
A distributed file system written in Go, that uses Tapestry as an overlay network
and the Raft consensus algorithm to maintain consistency between
nodes. A CLI allows users to add, delete, and update files and directories.

DA VINCI CODE   *FALL 2016*
A neural net trained on paintings of a particular style that generates
original paintings of that style. Used TensorFlow and followed the '
paper [Pixel Recurrent Neural Networks](#) for general net structure.

EDUCATION

BROWN UNIVERSITY   *2017*
Sc.M. Computer Science
GPA: 3.5

STATE UNIVERSITY OF NEW YORK AT PLATTSBURGH   *2015*
B.S. Math, Computer Science
GPA: 3.94

OTHER EXPERIENCE

LANGUAGES: Python, Java, Go, C++, C, Javascript, Matlab

TOOLS: Android SDK, Unix/Linux, Git, Windows, SQL, D3, NumPy, Arduino, TensorFlow, React

TUTOR, LEARNING CENTER; PLATTSBURGH, NY   *2011-2015*
Tutored undergraduate level math courses ranging from
basic calculus to upper level differential equations, linear algebra,
and theory of computation.

TEACHING ASSISTANT; PLATTSBURGH, NY   *2013-2014*
Assisted in teaching a year long calculus course by holding
office hours and grading assignments.