

# Richard Boeri Decal

Artificial Intelligence Engineer

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## Skills

\* denotes proficiency

<b>Algorithms</b>	Regression · Clustering · Gradient descent* · Cross-validation · PCA · Neural networks · Neural style transfer*
<b>Languages</b>	Python* · some C++
<b>Coding</b>	Machine learning · Pandas* · Numpy* · Scikit-learn · Matplotlib · Git* · Unix CLI
<b>Research</b>	Experienced in computational neuroscience, biochemistry, genetics research. I am co-author on several peer-reviewed scientific publications.
<b>Misc.</b>	Español* · English* · Italian · Technical writing
<b>Passions</b>	Travel, teaching, learning, social justice, climate change, tiny living.

## Projects

<b>Roboskeeter</b>	<ul style="list-style-type: none"><li>• Researching how mosquitos track heat in turbulent environments while seeking blood.</li><li>• Created mathematical models of decision-making using windtunnel experimental data.</li><li>• This research is on-going. I am collaborating on a manuscript for peer-review.</li></ul>
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## Experience

<b>Research Assistant</b>	Seattle, WA
<i>Fairhall Lab, Dept. of Biophysics, Uni. of Washington</i>	2014 → 2016
<ul style="list-style-type: none"><li>• Responsible for simulating experiments (processing data, coding, debugging, analysis) using Python computing and visualization packages.</li><li>• Learned concepts in neuronal dynamics which are relevant to artificial deep neural networks.</li></ul>	

## Education

<b>Artificial Intelligence Engineer Nanodegree</b> , <i>Udacity &amp; Kaggle</i>	<a href="#">Udacity.com</a>
<b>B.A., Chemistry/Biology (Honors)</b> , <i>New College of Florida</i>	Sarasota, FL