Lexington Brill

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Education

University of Chicago (*Intended Major: Computer Science, Physics Minor*) Chicago, Illinois   09/2019 - 06/2023
- Relevant coursework: Honors Introduction to Computer Science, Introduction to Computer Systems   GPA: 3.50

Interlake High School (*International Baccalaureate Program*) Bellevue, Washington   09/2015 - 06/2019
- Honors and Awards: Over 100 hours of community service, National Honor Society   GPA: 3.95 (Unweighted)

Skills

- Avid programmer for solo projects, robotics, and programming club
- "Languages": Java, Python, C, Rust, Javascript, React/Native, Haskell, Chinese

Tech Projects

Data Science Research (*with Professor Sanjay Krishnan, at the University of Chicago*)   06/2020 - Current
- Generating and analyzing query runtime CPU and memory usage data with Python
- Constructing a predictive model for database energy usage with Apache DataFusion (an open-source distributed compute platform) using Rust

Adventurous Meals with Friends (*group personal project*)   05/2020 - 08/2020
- Designed and developed an app to help users serendipitously pick a place to eat
- Used React Native and Python for front-end
- Sole developer for back-end, using Flask, Google Cloud Functions, and YelpAPI

Chinese language learning app (*independent personal project*)   12/2017 - 02/2019
- Programmed an app in Java to help Chinese learners improve tonal pronunciation with real-time visual feedback
- Integrated pitch-mapping and graph analysis using PRAAT, a speech analysis library by the University of Amsterdam

Sports Hackathon (*sponsored by Seattle Sounders FC and Sportradar*)   08/2017
- Developed a working prototype of the app, primarily on the UI, using Android Studio
- Created a complete pitch-deck and presented a fitness startup idea to a panel

Published an Android mobile game to the Google Play Store (*continued from CodeDay, see below*)   01/2017
- Coded touch controls, projectile trajectory, and progressive difficulty

CodeDay (*hackathon for high school and college students*): <u>Best Game Award</u>   11/2016
- Organized and led a team of three to develop an arcade-style game using Unity

Leadership

College Connection (*a platform to help high schoolers learn about colleges from college students*)   08/2020 - Current
- Conducting market research and developing the business plan as a Co-Founder of the startup

LiveBright (*a non-profit to provide solar-powered lighting to under-developed countries*)   09/2017 - 06/2019
- Served as Lead Technology Officer, teaching solar panel construction and organizing student volunteers

Programming Club (*Chairman 2019 senior, Treasurer 2018 junior*)   09/2015 - 06/2019
- Taught new members Java and worked on collaborative projects and games

Robotics Club (*programming sub-team*)   09/2015 - 06/2017
- Programmed autonomous driving portions of competition

Interests: Fly Fishing, Soccer, Basketball, High Jump, Poker, Audiobooks