

## NADIA PELAEZ

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### EDUCATION

**Bachelor of Science:** Computer Science, University at Buffalo, May 2024

**GPA:** 3.847, **Dean's List:** Spring 2022, Fall 2022, Spring 2023

### SKILLS

**Languages:** Spanish (Conversational)

**Technical Skills:** C#, C, C++, Golang, Java, Javascript, Python, Scala

**Relevant Coursework:** Algorithms and Complexity, Computer Organization, Data Intensive Computing, Data Structures, 3D Game Development, Distributed Systems, Linear Algebra, Systems Programming, Web Applications

### WORK EXPERIENCE

**Research for Amazon SURE, University of California, Los Angeles, CA: June 2023 - August 2023**

- Lead a team of 2 in conducting research in spontaneous speech processing and question answer extraction with AAL using skills in python, artificial intelligence, big data, and machine learning.
- Presented work at the SPUR Summer Undergraduate Research Showcase.
- Neural networks and architectures utilized: Whisper, Transformers, DeBERTa, LLaMA 2

**University at Buffalo Turnover Assistant: May 2022 - August 2022, December 2022 - January 2023**

- Escorted and provided access to faculty across all apartments with master keys while ensuring resident satisfaction. Any issues were recorded and attended to in a timely manner.
- Communicated with a team to certify all maintenance and ground tasks are completed.

**Teaching Assistant, TAS Learning Center, Hicksville, New York: July 2019 - August 2019**

- Instructed a group of 10 students ranging from ages 5-8 on second grade math and english.
- Prepared a group of 15 students ranging from 12-15 on middle school and highschool math.
- Monitored SAT practice exams and graded classwork.

### PROJECTS

**League of Legends Esports Teams effects on Spatial Memory and Collective Intelligence:** Research

- Recruited 10 participants for study where 2 teams were formed of 5 and performed a series of tasks to assess spatial memory and collective intelligence.
- Designed graphs based on results and composed a research paper of 4931 words.

**Raft Consensus Algorithm Research/Implementation:** Golang

- Analyze and understand the official Raft Consensus Algorithm paper, *In Search of an Understandable Consensus Algorithm*.
- Create a server client relationship where clients can submit requests for the state machine and servers can redirect to a leader that can provide an appropriate response through a TCP connection.

**Visual Novel Video Game Director/Creator:** Java

- Created a user interface and an original storyline based on the cycle of life with a team of 4.
- Coordinated and led tasks while problem solving errors found in the GUI using BlueJ.