

Mickey Shamah

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EDUCATION

New York University, Tandon School of Engineering, Brooklyn, NY May 2025
Bachelor of Science in Computer Science, Minor in Mathematics
Cumulative GPA: 3.7/4.0, Dean's List (2021- 2022, 2022-2023)

Summer STEM at The Cooper Union, New York, NY May 2021
Concentration: Computer Engineering and Robotics

PROFESSIONAL SUMMARY

Detail-oriented and innovative Computer Science and Mathematics student with an interest in finance, passionate about applying mathematical techniques and software development to solve complex problems. Combines technical expertise with strong interpersonal skills, thriving in collaborative environments. A creative problem-solver with a commitment to continuous learning and innovation.

EXPERIENCE

Princeton - Intel Cybersecurity and Machine Learning Research, Princeton, NJ June - August 2023
Intern

- Project: Network Monitor Data Imputation Using Transformers
- Developed a Telemetry Imputation Layer using a Transformer Encoder (Python) to refine coarse-grained latency, specifically One Way Delay, across multiple network paths.
- Researched under the supervision of Dr. Maria Apostolaki and Dr. Aarti Gupta, Professors of Computer Science at Princeton University, and Dr. Jason Fung, Director of Offensive Security Research at Intel to accomplish objectives for a National Science Foundation Project.

NYU Self-Drive, Brooklyn NY February 2023 - Present
Member

- Contributing to a student-led team focused on revolutionizing the autonomous vehicle industry through Artificial Intelligence innovations.
- Utilizing Python to design and implement dynamic driving environments for testing autonomous vehicles as a member of the Environment team.
- Collaborating with subteams to implement cutting-edge methodologies and advanced hardware, aimed at optimizing autonomous vehicle performance.

PROJECTS

NewsBrevity - Automated Summarization Tool

- Designed an automated system to scrape and store news articles into a MySQL database.
- Integrated the OpenAI GPT-3.5 Turbo model to enable state-of-the-art article summarization.
- Devised a text segmentation strategy for lengthy articles using the Gensim library, leveraging the TextRank algorithm and Term Frequency (TF) analysis to discern crucial content segments.

Snake Game

- Constructed an interactive Snake Game in Python, employing the Pygame module for game development and the Matplotlib library to visualize user performance metrics.
- Engineered a model using a neural network from the PyTorch library to enable autonomous decision-making and enhance the game's complexity and engagement level.

Fantasy Football Drafting software

- Developed a Fantasy Football drafting and prediction software using Python.
- Utilized Python Machine Learning libraries, specifically Linear Regression and K-Nearest Neighbors, to forecast player performance.

SKILLS

Programming Languages/ Technologies: Python, C++, Verilog, Matplotlib, SQL, Solidworks, HTML, CSS, Tableau, Git, Pandas

Languages: English (Native), Spanish(Intermediate), Hebrew (Intermediate)