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

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 a passion for leveraging programming and mathematical techniques to address complex challenges. 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.
- Researching 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.

Innovate for Impact Case Study Competition: JP Morgan Chase & CO, Remote — January - March 2023
Participant

- Engaged in a rigorous case study competition focused on real-world healthcare challenges.
- Undertook professional development activities and gained insights from interactions with senior leaders and recruiters.
- Explored the culture and business environment of JP Morgan Chase, deepening comprehension of the intersection of finance and healthcare.

PROJECTS

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, SQL, Solidworks, Swift, HTML, CSS
Languages: English (Native), Spanish(Intermediate), Hebrew (Intermediate)