Noam Stanislawski

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Education

William & Mary — Williamsburg, VA
Bachelor of Science in Computer Science, Bachelor of Arts in Religious Studies — *Aug. 2019 – May 2023*
Dean's List: Fall & Spring 2020

Experience

Research Fellow — Spring 2022
William & Mary geoLab — *Williamsburg, VA*

- Worked alongside fellow undergraduates utilizing adversarial machine learning with satellite data.
- Built convolutional neural networks (CNNs) to analyze given dataset
- Directly worked alongside practitioners in the intelligence community and from silicon valley.

Undergraduate Researcher — August 2021 – December 2021
Coastal Virginia Center for Cyber Innovation (COVA CCI) — *Williamsburg, VA*

- Conducted research in relation to AI bias with Generative Adversarial Networks (GANs).
- Worked with WM Law School professor for interdisciplinary research applications.
- Presented findings at research symposium alongside other undergraduates.

Undergraduate REU Researcher — June 2021 – August 2021
South Dakota State University — *Brookings, SD*

- Summer long research regarding the optimization of HPC clusters using Hyper-Threading.
- Worked alongside research computing staff at SDSU to create development cluster for analysis.
- Presented research findings at a state-wide symposium.

Projects

HPC Optimization Using Hyper-Threading | *Intel OneAPI* — Summer 2021

- Tested HT efficacy using NPB HPC benchmarking suite monitored by Intel's VTune Profiler.
- Compared both front-end and back-end metrics (port utilization, cache misses) for statistical analysis.
- Created concrete guidelines for HT utilization dependent on research softwares parallelized code and vectorization.

Space Maze | *Java, Android Studio, SQLite* — Fall 2020

- First person randomly generated maze game first written in Java AWT, then ported for Android implementation.
- Utilized SQLite for maze metrics and created stylized android GUI for maze customization.

2048 Game | *Java* — Fall 2020

- Implementing the algorithmic logic of 2048 with Java AWT visualization.
- Utilized JUnit and Gitlab VCS and software development workflow.

Technical Skills

Languages: Python, Java, C/C++, UNIX, x86 Assembly, MATLAB
Frameworks & Tools: Intel OneAPI, JUnit, WordPress, Git, Android Studio, Flask
Libraries: PyQT, TKinter, Matplotlib, NumPy

Extracurriculars

Alpha Epsilon Pi Fraternity: 2020 Recruitment Chair and 2021 New Member Chair
Interfraternity Council: 2021 Conduct Board Member
Hillel: 2021 Executive Board Member