

Noam Stanislawski

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EDUCATION

College of William & Mary

Bachelor of Science in Computer Science, Bachelor of Arts in Religious Studies
Dean's List: Fall & Spring 2020

Williamsburg, VA

Aug. 2019 – May 2023

EXPERIENCE

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.

PLAINS NSF 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.

Tribe TutorZone Tutor

Oct. 2020 – September 2021

College of William & Mary

Williamsburg, VA

- Tutoring fellow undergraduate in both computer science and mathematics courses at William & Mary.
- Courses include Calculus I & II, Computational Problem Solving, Data Structures, Discrete Mathematics.

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, Pandas

EXTRACURRICULARS

Alpha Epsilon Pi Fraternity: 2020 Recruitment Chair and 2021 New Member Chair

Interfraternity Council: 2021 Conduct Board Member

Hillel: 2021 Executive Board Member