Owen Oertell

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EDUCATION

Cornell University Ithaca, NY

Bachelor of Science in Computer Science, Electrical Computer Engineering; Minor in Mathematics. GPA: 4.09/4.0.

May 2025

• Relevant Coursework: Graduate Level Foundations of Reinforcement Learning,

Graduate Level Programming Languages, Compilers, Introduction to Analysis of Algorithms, Object Oriented Programming & Data Structures

Georgia Institute of Technology

Atlanta, GA

Full Time High School Dual Enrollment. GPA: 4.0/4.0.

Aug 2021 - May 2022

• Relevant Coursework: Linear Algebra, Multivariable Calculus, Differential Equations, Discrete Mathematics, Graduate Level Computational Foundations of Machine Learning

EXPERIENCE

Teaching Assistant

Ithaca, NY

CS 4820: Introduction to Analysis of Algorithms

January 2023 - Present

Researcher

Ithaca, NY

Cornell University Artificial Intelligence, in Direct Collaboration with Meta AI

September 2022 - Present

- o Participating in reading groups for Reinforcement Learning, Computer Vision, and MLSystems.
- Researching methods for reinforcement learning based program synthesis.

Lab Researcher

Atlanta, GA

Dickson Lab, Georgia Institute of Technology

May 2020 - Present

- Adapted C code from bacterial genome to the human genome for novel copy number variation detection algorithm.
- Reduced memory consumption by 300GB while maintaining speed via parallelization and low-level C programming.
- Assisted in development of efficient blood assay technique for bacterial infection identification.
- o Increased data gathering speed by 4x by writing code to use multiple cameras in parallel with single camera port.
- o Co-authored low budget blood assay technique paper; submission for publication in process.
- o Utilities: C (Serial and Parallelized), OpenMP, OpenACC, Makefiles, OpenCV, Linux, Python, Valgrind

Head of Engineering & Secretary on Board of Directors

Boise, ID

Y STEM and Chess Inc 501(c)(3)

April 2020 - July 2022

- Managed 30 undergraduate and professional SWEs.
- Led development of website: <u>YStemAndChess.com</u> to provide free mentoring of underprivileged children from around the world and expand Y STEM and Chess to tutor more than 800 children.
- Interviewed and hired interns and full time developers.
- Engineered and implemented scalable microservice architecture designs to minimize cost.
- $\circ~$ Developed real-time chess pairing and mentoring system.
- o Implemented recording storage system allowing parents and students to review lessons.
- o Utilities: Node.js, PHP, AWS, Angular.js, MongoDB, Docker, Kubernetes

Projects

PrepByAI.com (Co-Founder)

- $\circ\:$ Led development of website: PrepByAI.com, a free ACT preparation site.
- Built machine learning model to identify needs and suggest questions to improve performance using term frequency—inverse document frequency and k-means clustering.
- $\circ~$ Over 500 regular users and 9,000+ questions answered to date.
- o Utilities: Flask, PostgreSQL, TensorFlow, React.js, JavaScript, Python

AWARDS

- o Chamblee High School Magnet Salutatorian.
- Technology Student Association National Competition (each category 500+ submissions): 2nd in software development for DataManager project; Top 25 for data science for pulsar star detection deep neural network.
- o Georgia Science and Engineering Fair Award for Novel Application of Document Distance for CNV Detection.
- o National Merit Scholarship Recipient.
- o Presidential Scholar Semi-finalist.

TECHNICAL SKILLS AND INTERESTS

Languages: C (OpenACC, OpenMP), Python C++, Java, SQL, C#, JavaScript, Ruby, HTML/CSS

Developer Tools: Jupyter Notebooks, Git, Docker, Kubernetes, VS Code, Amazon AWS, VIM, Makefiles

Libraries: TensorFlow, Valgrind, Numpy, Pandas, OpenCV, Pillow, Matplotlib Frameworks: React.js, Angular.js, Electron.js, Node.js, Express.js, .NET core

Databases: PostgreSQL, MongoDB

Interests: Mathematics (Pure and Applied), Thoretical Machine Learning, Go (board game), Magic: The Gathering, Golf