Paul L. Biberstein

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Education

Brown University – *Providence*, *RI*

Expected Graduation: May 2023

- Concentration: Computer Science & Mathematics
- Relevant Coursework: Computer Systems, Programming Languages, Compilers, Computer Vision, Logic for Systems, Computer Graphics, Networks, Electric Circuits & Signals, Graph Theory, Abstract Algebra, Computers & Music, Seminar in Electronic Music: Real-Time Systems, Theory and Teaching of Problem Solving

Programming Languages

Python, Javascript (React), C, Rust, Racket, MATLAB, CSS, HTML, Dart (Flutter), Bash, Java, Lua

Software Engineering Experience

Undergraduate Researcher – Brown U. Programming Languages Team

Providence. RI – Summer 2021

- Developed and tested a webapp to help bring introductory data science to the middle and high school level
- Designed platform for "what-if" data analysis and immutable data transformations that is accessible to students
- Prototyped and iterated design with educator feedback
- Built webapp collaboratively with a team of 3 using the React framework and Git for version control

Full-Stack Web Development Intern – *MedRhythms*

Portland, ME – Summer 2020

- Worked on agile team of 4 for a digital therapeutics company that uses sensors, music & software to build evidence-based, neurologic interventions to measure & improve walking for post-stroke recovery
- Created internal webapp for music metadata retrieval to speed up human-validated metadata retrieval by 5x
- Redesigned UI/UX for webapp to expand user base to non-developers
- Migrated project to new tech stack for faster development: React & Django with Docker for deployment

Web Development Intern – *Maine Dept. Health & Human Services*

Augusta, ME – Summer 2019

- Wrote web-crawling script to audit website for deprecated or non-ADA-compliant code
- Built script to scan for pages reporting status code 404 & worked with team to resolve

Sample Personal Projects – github.com/P-bibs

Skiff – gradually-typed, functional programming language

Summer 2021

Designed and implemented an interpreter and web editor in Rust for a functional programming language featuring pattern matching, type inference, algebraic data types, and first-class functions, skiff.paulbiberstein.me

Mix Capsule – full-stack web application:

Summer 2020

Engineered webapp using React & Django to create personalized Spotify playlists, including authentication, data persistence & hosting on self-configured Apache web server, mixcapsule.paulbiberstein.me

ML-ChordGen – machine learning:

Winter 2019 – Spring 2019

- Pre-processed data & trained a recurrent neural network to generate chord progressions
- Wrote web frontend & hosted on personal webserver, chordgen.paulbiberstein.me

Leadership & Communication Experience

Undergraduate Teaching Assistant – Brown University Computer Science Department

Design and Implementation of Programming Languages

Fall 2021

As head TA, hire staff, run TA training, grade & write assignments, hold weekly office hours Compilers and Program Analysis

Spring 2021 Fall 2020

Accelerated Introduction to Computer Science

Summer 2019

Freelance Curriculum Designer – Meridian Stories (non-profit)

Authored 3 multiweek curricular plans for local teachers to integrate STEM & 21st century media skills

Parade Organizer/Canvass Leader – Mills for Governor 2018

Summer 2018 – Fall 2018

Traveled state coordinating local volunteers for candidate's parade presence and going door-to-door polling voters

Skills & Interests

Technologies: React, Django, Apache, Node.js, Docker, CI/CD, Unix, Git, TCP/IP, REST, JSON, CAD, Arduino,

Raspberry Pi, Front-end, WASM

Interests: Music (theory, performance, writing), photography, skiing, cross country running

Swiss & US Citizen