Theo Rode

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Projects

Aug 2022 - Rust Spotfiy API Wrapper

present

- Developed an intuitive library structure as a wrapper for the Spotify Web API in Rust.
- · Implemented the PKCE extension for OAuth2 authorization with the API.
- · Constructed custom formatting algorithms for objects to improve usability of API.

Nov 2021 -

The Three Body Problem Simulation

Dec 2021

- Built a simulation engine in Python, using PyGame, for the Three Body problem: modeling the chaotic motion of three gravitational bodies.
- · Collaborated with a group to improve accuracy and dependability of the simulation.
- · Utilized the simulation to gain intuition for the chaotic system's behavior.

Jan 2021 -Apr 2021

Music Recommendation Engine

- Built a machine learning model with TensorFlow to predict if a song will be enjoyed.
- Interfaced with the Spotify web API to grab song data and formatted it with Pandas.
- Constructed a desktop application to view currently playing Spotify song, rate it to train the model, and see the model's prediction for likeability.

May 2020 -Aug 2020

COVID-19 Data Analysis

- · Cleaned and formatted COVID-19 case and death data in Python using Pandas.
- · Analyzed data using numerous predictive models to determine patterns and create predictions.
- · Crafted visual representations of data to demonstrate patterns and predictions.

July 2021 present

Writing and Teaching Math Curriculum

- Identified major issues with traditional middle/high school math education through numerous interviews with a diverse group of teachers.
- Designed custom course curriculum with class notes typeset in LaTeX.
- · Organized and taught calculus bootcamp for 9th graders using my custom curriculum.

Work Experience

Sep 2022 present

Homework Hotline Tutor

Harvey Mudd College

- Helped kids from elementary to high school, who can call without paying anything, with homework questions related to math and science.
- · Communicated over phone or messaging, adapting my communication style to the situation.

Education

2022-2026

Undergraduate Degree

Harvey Mudd College

Current freshman pursuing a degree in Computer Science and Math. Current coursework: CS42 (Principles and Practice of CS), MATHO19 (Single & Multivariable Calculus), CHEM42, WRIT1, PHYS23

2018-2022

High School

The Nueva School

GPA: 3.91 (unweighted). Relavent coursework: Quanutm Information and Computation, Algorithms, Computer Security, Computer Vision, Multivariable Calculus, Linear Algebra, Intro and Advanced Machine Learning, Graph Theory, Game Design, Mobile App Design, Cryptocurrency

Skills

- · Programming languages: Julia, Python, Rust, JavaScript, MATLAB, HTML, CSS
- Tools: git, TensorFlow, Pandas, React Native, Unreal Engine
- · Strong leadership, teaching, and teamwork skills

Hobbies

Non profit

I love playing tennis and skiing. I also enjoy sleight of hand magic and have organized a group of fellow magicians to perform at birthday parties. Frequently, I can also be found solving puzzles.

Volunteered for the Service League of Boys for a year. Serviced bikes for people who needed them and packed food.