

Theo Rode

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Projects

- Aug 2022 - present
- Rust Spotify API Wrapper**
- 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.
 - Uploaded as an open source library to Rust's Crates.io package marketplace.
- Nov 2021 - Dec 2021
- The Three Body Problem Simulation**
- 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**
- Provide math help through a call-in tutoring service free for kids from elementary to high school.
 - Communicate 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 & Practice: Comp Sci), MATH19 (Single & Multivariable Calculus), CHEM42, WRIT1, PHYS23
- 2018-2022
- High School** **The Nueva School**
- GPA: 3.91 (unweighted). Relevant coursework: Quantum 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, Rust, Python, Racket, JavaScript, MATLAB, HTML, CSS
- Tools: git, TensorFlow, Pandas, React Native, Unreal Engine
- Strong leadership, teaching, and teamwork skills

Hobbies

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.

Non profit

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