

Reilly Koren

Computer Science Undergraduate

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RELEVANT COURSEWORK

- Java Programming
- Data Structures (C++)
- Software Design (C++)
- Operating Systems
- Technology Strategy (TA)
- Program and Project Management
- iXperience Data Science Bootcamp

TECHNICAL SKILLS

Object Oriented Programming

- C++
- Python
- Java
- Design Patterns

Data Science

Python Libraries:

- NumPy
- Pandas
- scikit-learn
- Seaborn

Web Development

- HTML/CSS
- Vue.js
- Quasar
- Node.js

CAMPUS INVOLVEMENT

Vanderbilt Volunteers for Science

- Team Leader
- Coordinating weekly science lessons at a local middle school

V-Squared Engineering Mentors

- Student mentor for incoming freshman

EDUCATION

August 2018 - **Vanderbilt University**

May 2022 **Vanderbilt School of Engineering**

Bachelor of Science | Major in Computer Science | Minor in Engineering Management

Cumulative GPA: 3.37/4.00 Engineering GPA: 3.73/4.00

August 2016 - **The Lawrenceville School**

May 2018 Princeton, NJ

U.S. Presidential Scholars Nominee (36 ACT), High Honor Roll, Dorm RA/Prefect

WORK EXPERIENCE

August 2020 - **Teaching Assistant**

Present **Vanderbilt School of Engineering**

Engineering Management 2210: Technology Strategy

- Selected as one of four teaching assistants for the fall semester
- Coordinating weekly meetings as the class moves towards a hybrid model
- Responsible for grading weekly student reports as they formulate a plan to bring an innovative technology to market

July 2020 -

Data Science Intern

August 2020

BUDS Lab, National University of Singapore

Building and Urban Data Science Lab

- Applying machine learning to improve energy efficiency in urban environments
- Modeling the effects of local climates on energy usage and room temperature preference
- Identifying public data sources that can improve models of energy usage

May 2020 -

Front-end Development Intern

August 2020

Noteworthy

Note-taking app that uses Machine Learning to turn student notes into study tools

- Mapped out the UI/UX of the web app using wireframes and prototypes
- Working directly with company leadership to develop the platform in Vue.js and Quasar
- Implemented the site's navigation, note editor page, and search/filtering functionality for libraries of note files

July 2019 -

Computer Science Instructor

July 2020

Juni Learning

- Planning and conducting interactive computer programming courses with students aged 10-15
- Leading 5-7 private lessons per week on the basics of Python
- Explaining abstract programming concepts to non-technical audiences