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**Address**  
6 Locust Street, Great  
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United States of  
America

# Albert Aboaf

## Software Engineer, Researcher

### Education

**2016 - 2020, University of Chicago**

BS/MS in Computer Science

### Experience

**June 2015 - August 2015, ESL Teacher, Great Neck Public School District**

Detailed achievements:

- Worked with children ages 4-6 to help improve their skills with english as a second language

**May 2016 - September 2016, IT Consultant, Business Solution Partners**

Detailed achievements:

- Worked with customer data in NetSuite
- Helped migrate from local servers to Microsoft Sharepoint
- Acted as an administrator for both Linux and Windows based servers
- Managed network security

**July 2016 - September 2016, Web Developer, LifeNet Alert Systems LLC**

Detailed achievements:

- Developed style guidelines for company website and handled security and storage of customer data.

**February 2017 - May 2017, Data Engineer, Margoliash Lab**

Detailed achievements:

- Managed computing systems and lab data.

**June 2017 - Present, Lead Engineer, PLASTIC, LSST**

Detailed achievements:

- Developed training sets for the PLASTIC Machine learning competition for the Large Synoptic Survey Telescope.

### Communication Skills

**2015 - 2017, Social Media Marketing**

- Ran a number of large (3000+ member) Facebook Groups.

**Oral Presentation**

- Able to present confidently in front of and communicate effectively to large groups of people.

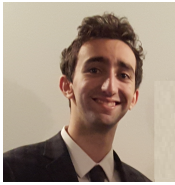
### Software/Hardware Development Skills

#### Programming

- |            |              |           |
|------------|--------------|-----------|
| ◦ Java     | ◦ C          | ◦ C++     |
| ◦ Scheme   | ◦ Javascript | ◦ Node.JS |
| ◦ HTML/CSS | ◦ D3         | ◦ CFITSIO |

#### Computer Software

- |         |           |           |
|---------|-----------|-----------|
| ◦ MySQL | ◦ iOS     | ◦ Android |
| ◦ Linux | ◦ Windows |           |



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## Projects

### *EEG Based Prosthetic Limb*

- Developed a rudimentary prosthetic arm manipulated based on EEG Data using Arduino

### *Depth Camera Based HCI System*

- Developed an HCI system based on the Microsoft Kinect Depth Camera in Processing, an offshoot of the Java programming language

### *Augmented Reality Eye Piece*

- Built an Augmented Reality Wearable Computer System based on Raspberry Pi and a salvaged CRT Viewfinder

### *Arduino Based Scoring Machine*

- Developed an affordable arduino based wireless scoring machine for fencing

## Awards

2016, *Odyssey Scholarship*, University of Chicago

2016, *UofC National Merit Scholarship*, Awarded to incoming undergraduate students who earned a national merit distinction in their final year in high school

2016, *University Scholar Award*, Scholarship awarded to students in recognition of academic achievement

## Interests

### *Professional*

Machine Learning, Web Development, Software Development, Social Media and Marketing, Human-Computer Interaction

### *Personal*

Fencing, Writing, Improv, Standup, Running