

Aaron Broukhim

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Summary

I'm looking to apply proficiencies in research, machine learning, and design to industry while contributing to an inclusive work environment.

Education

University of California San Diego	2022-Present
Ph.D. in Computer Science	
Deep Learning, Generative Models, Information Visualization	
University of California San Diego	2019-2021
B.S. in Cognitive Science with emphasis on Machine Learning & Neural Computation	GPA: 3.6
Minor in Computer Science & Engineering	
Supervised/Unsupervised/Reinforcement/Deep Learning, Genetic Algorithms, ML in Music, ML in Brain Computer Interfaces, Human-AI interaction	
Santa Monica College	2015-2019
Computer Science & Visual Communications	GPA: 3.5
Engineering Physics, Data Structures, Assembly, Typography, Color Theory, 3D Animation, Photography, Art	

Experience

University of California San Diego	June 2021-Present
Research Assistant	
-Web Scraped Facebook using Selenium to make inferences on a user's connections	
-Designed logistic regression models capable of detecting hate speech on Twitter & used word embedding (Word2Vec) to bin dataset into different types of hate speech	
-Designed and implemented a UI in React with a Node and Flask backend to help non-tech savvy users identify faulty ML systems	
-Created SQL databases on an AWS server and conducted queries to support UI backend	
-Built Balltree with various similarity metrics to show similar tweets that may be mislabeled	
Virufy	January 2022-August 2022
Associate Audio Machine Learning Engineer	
-Peer reviewed ML research involving cough audio classification in Tensorflow and SK-Learn	
-Utilized Sagemaker to explore new feature and architecture combinations with novel data	
Hotpoint App/Samuels Advertising	Summer of 2015, 2016 & 2017
Graphic Design Internships	
-Designed one sheets, logo prototypes, geotags, and for-print graphics	

Projects

Vehicle Motion Forecasting	
-Explored various model architectures (MLP, LSTM, CNN, Transformer) to predict motion of a car	
-Selected and normalized relevant features (position, velocity, lanes) from the Argoverse dataset	
-Achieved highest performance via an MLP with a RMSE of 1.48	
Snake Reinforcement Learning	
-Utilized N-Step Temporal Difference and SARSA methods to play snake and compared performance	
-Designed a custom Open-AI gym environment and deep Q-Learning agent in keras that reached level 20 consistently (max 40) with a small state space of 10 and action space of 3	

Skills

Programming Languages - Python, SQL, Java, CSS, HTML, C++, C, Javascript
Frameworks - Pandas, NumPy, SK-Learn, TensorFlow, Keras, PyTorch, Selenium, React, Node, Flask
Spoken Languages - English, Spanish, Farsi, Hebrew
Misc - Git, Sagemaker, MySQL, AWS, Illustrator, Lightroom, Photography, Firebase