Adam Mentzer

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EDUCATION

University of Michigan, Class of 2023 | B.S. in Computer Science | GPA: 3.62

Skills: C++, Python, HTML, CSS, JavaScript, Git, R, Agile, Scrum, Swift, REST API

Coursework: Data Structures & Algorithms, Web Systems, Web Design and Accessibility, Intro to Computer

Organization, Entrepreneurship in the Digital Age, Econometrics

WORK EXPERIENCE

Level One Bank

May 2021 — August 2021

Data Governance and Operations Intern (Automation Specialist)

Farmington Hills, MI

- Developed an automated tool that achieved a 10x reduction (approximately 30 minutes to 3 minutes) in the amount of time needed to process collateral management reports by generating the report and determining if it required further manual review.
- Utilized automation techniques to pinpoint and update thousands of duplicate accounts resulting in a 9.1% reduction in the size of the loan account database, solving an issue which had prevented bank patrons from making loan payments and receiving important notifications.
- Introduced a new standardized categorization system for 1,500+ loan notification records after creating a script that sifted through preexisting records to detect naming similarities/differences.

State Representative Darrin Camilleri's Reelection Campaign

June 2018 — August 2018

Political Intern

Brownstown, MI

- Connected with over 120 households while canvassing door-to-door in Michigan's 23rd Congressional District, gauging support for Rep. Camilleri and his proposed bills after his first term.
- Leveraged voter data to enhance campaign outreach efforts while working with other campaign operatives.

PROJECTS

UX Analysis: Slack

Facilitated user interviews, conducted research, and modeled user personas in order to assess Slack's
user interface, resulting in a report containing usability evaluations and design recommendations for the
product.

Language Content Classifier: Piazza

• Designed a program in C++ that employs natural language processing techniques to predict the topics of online forum posts (Piazza), correctly labeling 87% of 2,988 posts from previous semesters of the class.

Video Game Simulation

- Simulated a video game in which the player is supposed to choose the highest-priority enemy to defeat through the implementation of priority queues that use custom comparators.
- Implemented a binary heap, unordered priority queue, and a pairing heap while minimizing the use of the C++ STL.

Zookeeper Pathway Optimization

- Architected a program that implemented a modified version of Prim's algorithm to construct a minimum-spanning tree while avoiding a predefined "danger zone."
- Identified solutions to the Traveling Salesperson Problem, giving the user a choice between the optimal solution (given by a branch-and-bound algorithm) or quickly retrieved yet suboptimal solution that uses TSP heuristics.

LEADERSHIP

VP of Operations

MProduct

January 2020 — Present

Ann Arbor, MI

- Planned and moderated "MProduct Connect," a conference where students interested in product management get the chance to talk to professionals in the field. This is now an annual event at the University of Michigan.
- Supervised finances, communication, and various registrations with the university.
- Established product consulting infrastructure where teams of business, engineering, and design students have helped clients to streamline their product development processes and suggested new features to add.
- Promoted opportunities for professional growth, directed social events, and effectively integrated new member cohorts as part of initiative to return member engagement to pre-pandemic levels (about 120 members).

ADDITIONAL

Extracurriculars: Sigma Eta Pi Entrepreneurship, Michigan EcoData, Alliance Consulting (Marketing Chair) **Interests:** Formula 1, Genealogy, Biking, Vinyl Record Collecting, NFL, Linguistics