

Alexander Giglio

Education

Harvard University

S.B. Candidate in Mechanical Engineering, GPA 3.88

Relevant Coursework: Computer Science, Computer-Aided Machine Design, Statistical Inference, Materials Science

**May 2020
Cambridge, MA**

Collegiate School

Graduated Cum Laude, GPA 3.98, SAT 2390

AP Scholar with Distinction

Varsity Baseball Team Captain

**May 2016
New York, NY**

Experience

New York University Psychology Department

Research Assistant for Dr. Denis Pelli

**May 2017-August 2017
New York, NY**

- Developed visualizations for Dr. Pelli's presentations on his model for visual equivalent noise
- Modified the ISETBIO MATLAB toolbox to simulate a retinal response to noisy stimuli and estimate contrast thresholds within one order of magnitude of human experimental data
- Designed braille touch acuity charts using SLA 3D printing to investigate the phenomenon of tactile crowding

Harvard-Smithsonian Center for Astrophysics

Research Assistant for Dr. Suzanne Romaine

**January 2017-May 2017
Cambridge, MA**

- Performed x-ray reflectometry measurements on prototype materials for fusion reactor and satellite optics
- Designed custom laboratory equipment in SolidWorks to expedite lens coating and mandrel cleaning processes

Harvard Open Data Project

Crimson Cash Team Leader and Front-End Web Developer

**October 2016-Present
Cambridge, MA**

- Leading a team of students to collect data on campus cash usage and publish articles with our insights
- Applying HTML and CSS knowledge to streamline user experience on the HODP website
- Created the HODP logo

Entyde

Chief Design Officer

**May 2017-Present
Cambridge, MA**

- Designing enclosures and intake mechanisms in AutoDesk Fusion 360 for an end tidal CO₂ measuring device
- Analyzing similar products on the market to gauge the viability of design decisions

Projects

[agigli0.github.io](https://github.com/agigli0)

ES51 Turf Wars Robotics Competition

May 2017

- Worked with two other students to design, construct, and pilot a remote-controlled robot that could climb ramps, pick up ping pong balls, and shoot them into a hoop as part of introductory computer-aided design
- Finished 2nd out of 14

CS50 Final Project

December 2016

- Programmed a real-time ballistic trajectory visualization that ran in-browser for introductory computer science
- Used RK4 numerical integration to incorporate a simple drag model

Skills

Programming

MATLAB, Python, C, JavaScript, HTML, CSS

Spoken Language

English (fluent), Spanish (intermediate)

CAD/CAM

SolidWorks, Fusion 360, 3D Printing, CNC Milling

Interests

Photography, powerlifting, baking, dogs