ALISA LEVIN

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EDUCATION

Trinity College, Hartford, CT — Expected May 2021
Bachelor of Science in Computer Science, Minor: Models and Data — *Cumulative GPA:* ***4.02/4.00***

Scholarships & Honors: Dean's Scholar Class of 2021 (top 4% of graduating class), **Goldwater** Scholar (most prestigious national undergraduate STEM award)**, NASA** CTSGC Undergraduate Scholar, **Presidential** Scholar (full-tuition), **Rewriting the Code** Fellow

Relevant Courses: Intro to Machine Learning, Artificial Intelligence, Data Structures & Algorithms, Human-Computer Interaction, Database Fundamentals, Operating Systems, Intro to Mathematical Modeling

PUBLICATIONS & PRESENTATIONS

- S. Szot, **A. Levin**, A. Ragazzi, T. Ning, "A Wireless Digital Stethoscope Design," Proc. 14th IEEE International Conference on Signal Processing, Beijing, China, August 12–16, 2018.
- Presented at the **IEEE International Conference** on Signal Processing in Beijing, China on August 13th, 2018

SKILLS

Computer: Python, Java, C**,** pandas, scikit-learn, SQL, SAS, HTML/CSS, Git, Gerrit, Jira, Postman, Docker, Linux, Microsoft Suite
Language: Russian (proficient), German (intermediate)

PROFESSIONAL EXPERIENCE

Department of Engineering with Professor Taikang Ning — **Trinity College, Hartford, CT**
Research Assistant, *Focus: Digital signal processing of heart sounds* — *January 2018–Present*

- Conduct machine learning analysis by training *KNN* and *SVM* models in **Python** for heart murmur detection/classification; adapt **MATLAB** feature extraction code to improve classification based on cross-validated accuracy and confusion matrices
- Developed Android app that wirelessly collects, graphs, analyzes and stores heart sound data using **Java** and **Bluetooth**

Citibank N.A. — **Dallas, Texas**
Enterprise Infrastructure Operations & Technology Summer Analyst — *July 2020–August 2020*

- Collaborated with an agile intern team to blueprint a Citi chatbot and virtual queuing system to support social distancing using **AWS Lex & Lambda** that is expected to be implemented due to our successful presentation to senior management
- Coordinated weekly sprint tasks and initiated a unique data analytics project using **Power BI** to set our intern team apart

SAS Institute — Cary, NC
Software Engineering Intern, AI team in Platforms Research & Development — *May 2019–July 2019*

- Created **4** AI features to improve data preparation & transformation tools for nontechnical SAS Data Studio users by adapting microservices using **Java**, **FreeMarker** and **Docker**
- Implemented wildcard support to increase speed and efficiency of data preparation AI model provisioning using **Java**

LEADERSHIP EXPERIENCE

Goldwater Scholar Community Council — **National Organization**
Mentorship Initiative Coordinator & Executive Council Member — *May 2020–Present*

- Spearhead a national community building effort by leading a committee of **10** council members in launching a mentorship program to connect undergraduate scholars with older scholars in both academia and industry
- Develop an algorithm in **Python** with **FlashText NLP library** to match **1300+** mentors and mentees based on profile data

Rewriting the Code — **National Organization**
Fellow & *Cohort Leader* — *June 2019–Present*

- Organize weekly virtual professional & social events for **155+** female RTC fellows across the country

Teaching Assistant — **Trinity College, Hartford, CT**
Courses: Mathematical Foundations of Computing, Introduction to Computing — *January 2019–Present*

- Lead weekly TA sessions, assist students one-on-one during weekly labs and grade homework assignments for **50** students

Other Organizations: IHSA Equestrian Team, Volunteer Connectikids Tutor, Built By Girls, IEEE Student Chapter

FAVORITE PROJECTS

- **Opi-Risk** — Led a small team in developing a custom Opioid Crisis risk prediction model for 5 US states using **Python**
- **8 Puzzle** — Created a program that can solve any 8 Puzzle with both Breadth-First Search and A* Search algorithms in **Java**
- **Tic-Tac-Toe** — Developed a game that always beats (or ties with) human players using the Minimax algorithm in **Java**