Ali Shelton

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Education

BACHELORS OF SCIENCE | UNIVERSITY OF CALIFORNIA, BERKELEY | 8/15 – 5/19

MAJOR: Electrical Engineering and Computer Science   GPA: 3.85

COURSEWORK:

- Artificial Intelligence
- Data Structures
- Algorithms (IP)
- Database Systems (IP)
- Computer Architecture
- Discrete Mathematics and Probability Theory
- Multivariable Calculus
- Linear Algebra and Differential Equations

Experience

MOBILE CLIENT DEVELOPMENT INTERN | VENUENEXT | 7/16 – 9/16

- Implemented the user interface for a client application and updated company UI configurations repository and spoke with management on deployment of interface into the final product for release.
- Experience working on a large-scale product and JSON implementation of UI configurations in iOS.

UCSF SHEPHERD LAB DEEP LEARNING RESEARCH INTERN | 5/17 – 8/17

- Developed multi-input ResNet model and trained ResNet and Inception v3/v4 models on Dual X-Ray Absorptiometry (DXA) large sets of hip and spine scans to predict adolescent bone age.
- Analyzed and developed code to retrieve training images from low level hologic p file encoding.
- Aided in standardization of Shepherd lab deep learning practices for future projects.

Skills

- LANGUAGES: Python, Java, C, Swift, HTML, CSS, MIPS Assembly, MATLAB, Scheme, SQL, JSON, LaTeX
- TOOLS: Git, AWS, Apache Spark, Tensorflow, Keras, Numpy

Projects

PIXPLORE: A USER BASED LOCATION DISCOVERY IOS APPLICATION | 11/15 – 4/16

- Allows users to post, discover, and direct themselves toward unique, off-the-grid locations through an image-based social feed. Allows users to filter new and trending locations, and save them for later.
- Implemented location-based social feed, unique to any position in the world within a 25-mile radius by leveraging user generated content, contributed to user interface, and implemented maps functionality.

VIDEO COMPRESSION USING DISCRETE COSINE TRANSFORM AND SPARK| 11/16 – 12/16

- Utilized Spark MapReduce to implement a lossy compression algorithm on a series of images via the discrete cosine transform (DCT), block quantization, and finally to stitch compressed images together.
- Utilized blocking and multithreading to optimize matrix multiplication operations.