

Andrew Lorber

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EDUCATION	The Cooper Union for the Advancement of Science and Art , New York, NY 2018 - 2022 <i>BE in Electrical Engineering, Concentration in Computer Engineering</i> , GPA: 3.93/4.00 Relevant Courses: Artificial Intelligence, Data Structures & Algorithms, Deep Learning (Fall 2020)	
	Ramaz Upper School , New York, NY 2013 - 2017 GPA: 3.8/4.0, AP Java: 5, AP Physics: 5, ACT: 36 Gorfinkle/Waldman Award for Outstanding Work in the Study of Computer Science	
WORK EXPERIENCE	Cooper Union Summer STEM Program , <i>Teaching Assistant</i> New York, NY	Summer 2019
	<ul style="list-style-type: none">• Collaborated with three other teaching assistants to plan a six-week web application development curriculum for twenty-four students.• Created presentations and taught classes on web application development, including lectures on JavaScript, React, HTML, & CSS.• Assisted six groups of students on the design and development of their web applications to support one of the UN's Sustainable Development Goals.	
	KeyMe , <i>Front-End Programming Intern</i> New York, NY	Summer 2017
	<ul style="list-style-type: none">• Revamped shopping cart navigation by determining underlying bug, investigating alternatives, and implementing solution to increase product stability.• Created end-to-end easter-egg coupon experience to incentivize purchase.• Collaborated with the front-end team to become familiar with new codebase and tools.	
PROJECT WORK	Neural Network , <i>Artificial Intelligence, Cooper Union</i>	Fall 2019
	<ul style="list-style-type: none">• Built an artificial neural network with one hidden layer that can be trained and tested.• Created a custom data-set that can be used to train and test the neural network.	
	Checkers AI , <i>Artificial Intelligence, Cooper Union</i>	Fall 2019
	<ul style="list-style-type: none">• Created a checkers playing AI by implementing a minimax search with alpha-beta pruning and iterative deepening.• Built a checkers game with an ASCII interface that allows users to start a new game, load a custom board, play the AI, or have the AI play against itself.• Developed and thoroughly tested a heuristic function for the AI by having the AI play itself with different heuristics.	
	Guess The Song , <i>Independent</i>	Winter 2019
	<ul style="list-style-type: none">• Built web version of a song guessing game I play with friends using Node.js, JavaScript, and the Spotify Web API to hone my back-end development skills.	
	Don't Break the Ice , <i>Digital Logic Design, Cooper Union</i>	Fall 2018
	<ul style="list-style-type: none">• Designed, prototyped, built, and tested puzzle game using integrated circuits and LEDs with Logisim, breadboards, and a perfboard.• Wrote technical report and presented project detailing end-to-end design process.	
LEADERSHIP EXPERIENCE	Cooper Union Hillel , <i>Vice President</i> , New York, NY	Fall 2019 - Fall 2020
	<ul style="list-style-type: none">• Work with president to lead monthly meetings, finalize event details, and ensure all club programs are properly managed.	
	Cooper Union Hillel , <i>Event Coordinator</i> , New York, NY	Fall 2018 - Fall 2019
	<ul style="list-style-type: none">• Managed logistics to ensure that monthly events ran smoothly for over thirty students.• Collaborated with board members to determine road-map for semester's event programming.	
SKILLS	Programming: JavaScript, C++, Python, MATLAB, Node.js, HTML, CSS, Java Software: Microsoft Office, AutoCAD, SolidWorks, Logisim, Multisim Languages: Hebrew (Proficient) Hobbies: Reading, Taekwondo, Theater, Board Games, Crossword Puzzles	