Adam Large

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Technical Skills

PROGRAMMING LANGUAGES: R | MATLAB | Bash | Python | HTML | CSS | SQL

MACHINE LEARNING: Unsupervised Learning (Clustering | PCA | K-means) | Random Forest | Time-Series Analysis | NLP

Education

Data Science Fellowship | The Data Incubator | August 2020

Postdoc in Psychology | University of Wisconsin - Madison | June 2019

PhD in Neuroscience | University of Pittsburgh | April 2017

BA in Biology | University of Chicago | June 2011

Work Experience

UNIVERSITY OF WISCONSIN - MADISON **Jul 2017 – Jun 2019**
Postdoc

- Analyzed cognitive, behavioral, and fMRI data using MATLAB, and used linear regression and clustering analysis to compare cognitive, behavioral, and game data in R
- Managed a dozen undergraduates in behavioral research each semester; managed lab meetings and paper discussions
- Measured the degree of improvement of 60 participants on cognitive tasks before and after video game training through manipulations of in-house and commercial video games to identify relevant features that affect cognition

UNIVERSITY OF CHICAGO **Jan 2010 – Jan 2011**
Research Assistant

- Studied fMRI data of t-tests and linear regressions from participants listening to speech and speech-like sounds through applying ANOVA stat methods in AFNI in a Linux environment

UNIVERSITY OF CHICAGO **Jun 2009 – Mar 2010**
Program Coordinator

- Organized a medical research summer course for high school students that lasted three months, coordinating lectures and hands-on lessons from University of Chicago physicians; compiled information, coded variables, and scored in SPSS
- Monitored students' emotions throughout the course via experience sampling method, taking emotional measures via survey at random intervals over the day

Projects

LUDOTHEMES: THE BOARD GAME DESCRIPTION APP http://ludothemes.herokuapp.com
Examined the relationship between the publisher's description of a board game and the level of interest in that game. Utilized natural language processing with latent semantic indexing to find relevant board games, as well as ensemble regression to predict level of interest.

PREDICTORS OF ACHIEVEMENT IN VIDEO GAMES http://dx.doi.org/10.17645/mac.v7i4.2314
Investigated the relationship between cognitive measures, personality traits, and skill in League of Legends players through linear regression, ordinal regression, and principal components analysis in R.

CLASSIFICATION OF INTERNEURONS IN OLFACTORY CORTEX https://doi.org/10.3389/fncir.2016.00062
Classified interneuron subtypes based on electrophysiological and morphological properties using hierarchical clustering analysis in R. Compared data to genetic and molecular markers to design experimental manipulations in future work.