

Austin Charles Stone

austinstoneprojects.github.io

WORK EXPERIENCE

Facebook (Internship)

May 2015-August 2015

Worked on the Ads Manager Mobile App, which is an application that allows advertisers to create ads and see statistics about the performance of their ads on a mobile device (both Android and IOS). Developed most of the UI components in the app which display statistics about the performance of advertisements. Also developed the server side functions to fetch and organize the data for the front-end data visualizations. Wrote an algorithm that utilized statistical inference to help advertisers refine the targeting and appearance of their ads using the historical performance statistics. Technologies included ReactJS (React Native) and PHP.

Amazon.com (Internship)

May 2014-August 2014

Solved complex problems in inventory planning control using math, statistics and automation. Implemented a new restocking algorithm which was shown to save the company hundreds of thousands of dollars each month by producing more optimal reorder quantities than the existing algorithm. The algorithm was implemented in Java; analysis of the algorithm involved scripting in Python and SQL querying.

University of Texas Math Tutor

2013

Tutored university students in a variety of math courses including algebra, basic calculus, multi variable calculus, and differential equations.

University of Texas Research Fellow

May 2012-August 2012

Conducted research for Computational Biology and Bioinformatics Department. Wrote and tested genetic algorithms in Python and used the data to draw inferences about the mechanisms of biological evolution.

PROGRAMMING LANGUAGES

Advanced Knowledge	Python (6 years experience) Javascript (3 years experience) Java (9 years experience) C (4 years experience)
Intermediate Knowledge	C++ (2 years experience) PHP (2 years experience) Haskell (1 year experience)

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EDUCATION

2011 – PRESENT	University of Texas M.S. COMPUTER SCIENCE B.S. COMPUTER SCIENCE (HONORS) Overall GPA: 3.8 <i>Combined B.S./M.S. computer science program to be completed in spring 2016</i>
2008 – 2011	Aledo High School GPA: 4.0 <i>Valedictorian, 2011</i>

MISCELLANEOUS. KNOWLEDGE

Statistics and Machine Learning

I am interested in using computers to solve complicated problems that are mathematical in nature. I have taken graduate level courses at UT in statistics and machine learning, but most of my knowledge in this area is self-acquired. My main interest is deep convolutional networks. Outside of neural networks, I am familiar with most common machine learning algorithms. I am very fluent in linear algebra and calculus, and I know statistics at an advanced level.

Computer Graphics

I have completed a graduate level course at UT in computer graphics, and I have OpenGL experience. I have developed the main parts of a ray tracer and an animated figure which moves in real time according to adjustable animation curves. I am also experienced with the OpenGL shading language (GLSL).

Unix/Linux

I have developed on a Unix-like system for about 5 years (mostly OS X and various distributions of Linux). I am proficient with the shell, and I can write basic shell scripts.

Version Control and Databases

I know Mercurial and Git very well. I have worked extensively with SQL and MongoDB.