ADAM RINEHOUSE

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EDUCATION

Dartmouth College, Hanover, NH

June 2019

Bachelor of Arts: Double Major in Computer Science and Music

GPA 3.87/4.0

Honors/awards: Citations for Academic Excellence: CS 52 and 94; Music 20, 21, and 70

Wyoming Seminary College Preparatory School, Kingston, PA

Honors/awards: Levi Sprague Fellowship, Frederick J. Rudolph Prize for Historical Writing.

Cum Laude Society, Brown Book Award, School Choral Award

May 2015 GPA 4.5/4.0 Weighted 3.8/4.0 Unweighted

TECHNICAL SKILLS

Frontend Web: ES2015+, TypeScript, React, Redux, Angular, ReactiveX (RxJS), Webpack

Backend: Node.js, Express, MongoDB × Mongoose, MySQL × Sequelize, AWS (EC2, S3, SQS, Lambda)

Other: Unity, C# for Unity, Java, Git

WORK EXPERIENCE

Microsoft, Redmond, WA

June 2018 – Present

Software Engineering Intern, Azure Batch

- Develop features for BatchExplorer, open-source electron application for accessing rich feature set of Azure Batch
- Adapt to the Windows ecosystem, before entirely unfamiliar to me
- Grow personal skills further with Angular, including custom data binding and the reactive programming paradigm
- Obsess over accessibility as part of the team and company's overall mission

Neurala, Boston, MA

December 2017 - March 2018

Software Engineering Intern

- Contributed to the BrainBuilder webapp (now in beta), used to prepare image datasets for machine learning applications
- Worked closely with a team of four engineers to scale product and meet consumer demands
- Created specific features of tagging interface, including complex problems like polygon clipping
- Adapted quickly to unfamiliar technologies like Angular, Ionic, AWS, and Sequelize

Digital Arts, Leadership, and Innovation (DALI) Lab, Hanover, NH

September 2016 – Present

Senior Developer, Core Team Member, Mentor

- Supervise project teams to ensure quality of product and sound coding practices
- Mentor individual aspiring web developers on skills within the web stack
- Co-authored a workshop on converting a designer's vision into a realized web application
- Contributed to a gamified protein visualizer built in Unity, with no prior knowledge of the engine

Dartmouth College Department of Music, Hanover, NH

January 2017 - June 2017

Teaching Assistant, Music 1 (Beginning Music Theory) and Music 20 (Introduction to Music Theory)

- Instructed weekly ear training labs to complement and reinforce the material studied in the main class
- Led students with little to no prior ear training experience through a two-semester program condensed into ten weeks
- Assisted students as needed outside of class, to augment aural skills and overall musicianship
- Charted curriculum from scratch, with a special focus on melodic and rhythmic dictation

LEADERSHIP & SERVICE EXPERIENCE

Zeta Psi Fraternity, Psi Epsilon Chapter, Hanover, NH

February 2017 – Present

Social Chair

- Organize and facilitate social events to build relationships among members of the Greek community
- Execute risk management responsibilities to mitigate dangerous behavior and ensure student safety and enjoyment
- Collaborate with other members of executive committee to ensure ethical decision-making

Dartmouth Youth Wind Ensemble, Hanover, NH

January 2016 - March 2017

Mentor, Percussion

- Taught middle-school percussionists important technical and listening skills, and adjusted teaching style to each student
- Played alongside students to set an example of ensemble protocol and encourage development
- Collaborated with other mentors to plan masterclasses and divide attention evenly among students
- Enabled students to play a live concert of repertoire far above the middle-school level