Ari Wisenburn

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Relevant Work Experience

Software Development Intern, Zocdoc - Manhattan, NY   Jun – Aug 2022
- Led a React-based user flow redesign from conception to roll-out. Authored comprehensive technical documents detailing foundational Storybook components and how to integrate the new page components/states into the existing architecture.
- Used CI/CD pipeline through Team City and independently verified website functionality through user and Cypress testing.
- Used A/B testing through Optimizely to analyze customer traffic. Visualized website traffic through Datadog metrics dashboards for teams and stakeholders to track key performance indicators related to feature usage and customer behavior.

Full Stack Co-op Engineering Intern, Wind Talker Innovations - Silver Spring, MD   Jan – Aug 2021
- Developed production-level internal performance testing tool for the company's Node.js-based flagship product. Reduced testing time by 85% and inspired merge of test scripts into actual product features.
- Automated image and container creation using Docker and Ansible, drastically reducing the hardware costs for onboarding engineers.

Intern, Black River Systems Company - Utica, NY (Remote)   May – Aug 2020
- Programmed a continuously updating user interface to handle collection, processing, and visualization of various RF data (GPS, Wi-Fi RSSI, and SDR signals) which allowed for more thorough data capture and gave field testers the ability to amend and verify tests on the fly.

Education

Rochester Institute of Technology
Rochester, NY, 2018-2022
B.S. Computer Science, minor Electrical Engineering, *cum laude*

Labs & Projects

Wine and Food Pairing Algorithm
- Design and populate MySQL database by scraping and parsing information from wine and flavor websites using Selenium and BeautifulSoup.
- Parse recipes to extract important flavor and texture features, use ingredient combination algorithms to query the database for matching notes and generate a ranked list of wine pairing suggestions.

CACM Research Retrieval System
- Wrote a weighted query retrieval system in Python to parse a collection of journal titles and abstracts, returning the papers with the top relevancy scores of both conjunctive and disjunctive queries.

Clue Game Simulator
- Built upon a predesigned board structure by introducing five agents and one "smart" agent to play Clue against each other. Created algorithms for agents to move around and make ideal decisions regarding accusations, resulting in a correct winning accusation ~95% of the time.

Skills

Languages: Typescript, Python, SQL, Java, Javascript, HTML/CSS, C, Assembly,
Software/Libraries: Git, React, Docker, Ansible, APIs, Pandas, Scikit, JSON, Cypress, MATLAB, AWS, Excel
Hardware: Raspberry Pi, Arduino, SDRs, Jetson Nano, oscilloscope, multimeter, signal generator

Honors, Awards, and Memberships

Dean's List, RIT Honors Program member   Fall 2018 - Dec 2022
'Most Innovative' project for Personal Safety App, Women in Computing (WiC) Hacks   March 2020