Ariana Wisenburn

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Work Experience

Full Stack Intern, Zocdoc - Manhattan, NY   Jun – Aug 2022
- Led a React-based user flow redesign from inception to roll-out using Agile methodologies. 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 direct and analyze customer traffic during roll-out.
- Created, documented, and analyzed page metric information to visualize website traffic through Datadog metrics dashboards, allowing my team to track 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. Adjusted API endpoints in conjunction with test script development. Reduced testing time by 85% and inspired merge of test scripts into actual product features.
- Automated image and container creation using Docker, Docker Compose, 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* with Honors program

Labs & Projects

Wine and Food Pairing Algorithm
- Design and populate MySQL database by scraping and parsing information from wine and flavor websites using Selenium, BeautifulSoup, and Python.
- 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.

Machine Learning and Information Retrieval Labs
- Used Scikit library to implement a variety of classification models using: least squares, k-Nearest Neighbor, decision trees, MAP, SVCs (both with linear kernel and Radial Basis Function/Gaussian Kernel), and single/multi-layer linear models with ReLU.
- 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 ~95% win rate.

Skills

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