

Braden Michael Harris Katzman
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Website: bradenkatzman.github.io
Github: github.com/bradenkatzman

Interests

Artificial Intelligence, Computational Biology, Computer Vision, Computer Graphics

Education

Columbia University in the City of New York

- B.A. in Computer Science (Artificial Intelligence)
- Expected Graduation: May 2017

Stanford University

- Summer Session 2015 - Intensive Program in Computer Science

Skills

Languages: Java, Python, C++, C#, C, Javascript, HTML5, CSS, XML

Experience: Graphics, Machine Learning, Genome sequencing, UI design, Android, HMMs

IDEs/Version Control: Git/Github, Eclipse, Android Studio, Visual Studio, XCode, Unity

APIs, Tools, Architectures: JavaFX, Scikit-learn, OpenGL, Java Multithreading, Sockets, MVC

Professional Experience

Memorial Sloan Kettering Cancer Center - Zhirong Bao Biology Lab: 8/15 - present

- Software Engineer (Full Stack) building biology research applications (*WormGUIDES*)

Columbia University Software Systems Laboratory: 8/15 - present

- Deep Linking & Universal Sharing research on the Android OS

Dolfyn - Mobility division of Accrete Solutions, LLC: 3/15 - 9/15

- Mobile App Developer (Journey Development Platform - XML/Javascript)

Projects (all code bases available on github.com/bradenkatzman)

Professional:

WormGUIDES - 4-dimensional developmental atlas for C. Elegans data exploration

- Description:

<http://bmcbioinformatics.biomedcentral.com/articles/10.1186/s12859-015-0627-8>

- Source: <https://github.com/bradenkatzman/WormGUIDES>

Personal:

Single Cell RNA-Seq Data Classification through Machine Learning

- Gaussian Naive Bayes, SVMs, KNN, Neural Networks, Random Forests
- Source: <https://github.com/bradenkatzman/CellClassificationMachineLearning>

P!x - image manipulation with OpenGL (noise reduction)

<http://lculpa.herokuapp.com> - Professor Review database and UI (Flask)