Nosson Weissman

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EDUCATION

The Katz School at Yeshiva University   January 2021 - December 2022
Master of Science, Artificial Intelligence

College of Staten Island - City University of New York   GPA: 3.90
Bachelor of Science, Computer Science and Mathematics; Excelsior Scholarship, Summa Cum Laude   May 2020

Kingsborough Community College - City University of New York
Associate Degree, Computer Science; Dean's List   December 2018

TECHNICAL SKILLS

General Programming Languages: C/C++, Python, Java, JavaScript, C#, Bash/Shell, SQL

Web Development: PHP, HTML, CSS, Node.js, React

Data Science / Analytics: mySQL, pandas/matplotlib, Sagemaker

Version Control and AWS: Git, CodeCommit, S3, Route53, EC2, Elastic Beanstalk, Load Balancing and Autoscaling, AWS CLI

Other: Unity, Julia, MIPS Assembly, Verilog, Stack Overflow

EXPERIENCE

Online Scheduling System, Personal Project   January 2020 - Present
- Build and deploy full-stack webapp for group home at Makor Disability Services
- Enable selection from pool of 35 DSPs to be matched with each of 12 service participants and other specific daily duties
- Commit to AWS CodeCommit and deploy to Elastic Beanstalk using AWS and EB CLIs
- Use MySQL database, HTML, CSS, JavaScript and Bootstrap for front-end, PHP for backend
- Research and implement machine learning solutions to autonomize scheduler

CUNY Research Foundation, Research Assistant   July 2019 - Present
- Work with professor to extend game that teaches emotion recognition, using Unity game engine and C# for the scripts
- Implement game-based learning, offer instant feedback, just-in-time instruction and learn-by-doing
- Incorporate Galaga theme among other methods to gamify tasks
  Reference: Sturm, D., Levitan, S., A Game to Assess Emotional Speech Recognition, Games For Change 2018

CUNY Tech Prep (CTP), Student   July 2019 - August 2020
- Selected as one of 125 students from 400+ applicants for a full-stack JavaScript program
- Learn in-demand technologies like React, Node + Express, and PostgreSQL as well as industry best practices for design
- Practice working with data and Python machine learning algorithm libraries like scikit-learn, as well as data visualization using matplotlib and seaborn

PROJECTS

Holdem' Poker, Project Manager   October - December 2019
- Led team of three in building Java based hold'em poker game
- Utilized modular software design thereby increasing code reusability
- Implemented game through five classes, Card, Dealer, Table, Player and Logic, mimicking properties of physical game objects

Virtual Stock Trading Platform, Front End   October - December 2019
- Worked on four person team developing a web-app to teach users about stock market
- Used ReactJS to implement a front end utilizing modular paradigm and interact with JS, using PostgreSQL backend
- Utilized industry best practices for design, implementation, and deployment such as MVC, version control with Git/GitHub, agile & scrum with Trello and Slack, test driven development, and CI/CD

Text Editor, VI Text Editor   April 2019
- Led two person team in building a C++ based Text Editor, which operates similarly to the VI Text Editor
- Used project to explain various data structures and coding concepts to other students
- Incorporated various data structures including stacks, lists, trees, unordered/ordered/BST, and more

ACTIVITIES

MTA / Microsoft COVID Hackathon, Team Leader   June 2020
- Recruited and led four person team to build tools to manage social distancing for MetroNorth Railroad
- Built API using Python Flask and Request libraries
- Hosted on Azure in Kubernetes container environment

OTHER

- **CTP,** *Student Ambassador, 2019-2020;* **Masbia Soup Kitchen**, *Server, 2016;* **Project Extreme,** *Mentor At-Risk Teens, 2014-15*