Education

2021-2025

Pomona College

BA Computer Science, Minor in Music GPA: 3.9/4.0

Honors: Pomona College Scholar (Spring '22) Top 25% of Class of 2025

Involvements: Member of PAI (Pomona Artificial Intelligence Club), Physics TA, Computer Science

Mentor, Member of Pomona College Orchestra

Relevant Coursework: Machine Learning, Data Structures, Functional Programming, Intro Python,

Discrete Math, Linear Algebra, Calculus I, II, Physics: Robotics With a Purpose

Experience

May 2023-Present

Anthony J Clark PhD in Computer Science and Engineering

Claremont, CA

Research Assistant

- Working to develop an autonomous robot capable of navigating challenging terrains.
- Training Convolutional Neural Networks on datasets collected within Unreal Engine 5.
- Abstract: https://github.com/daisy-abbott/ARCSLab-reports/blob/master/Abstract.pdf

May 2023-Aug 2023

Stonewall Analytics

Remote | CA

Data Engineer

- Designed efficient database schemas, optimized data processing pipelines, and established seamless connectivity with Snowflake DataWarehouse.
- Streamlined data ingestion, transformation, and analysis processes.
- Proficient in advanced SQL querying techniques for efficient data integration and analysis within Databricks.

Aug 2022-Dec 2022

Physics Department Pomona College

Claremont, CA

Teaching Assistant

 Helped students solve technical problems, explained lab procedures, helped troubleshoot and problem-solve uncertainties in data

Aug 2021-Dec 2021

Physics: Robotics With a Purpose

Claremont, CA

Computer Science Mentor

• Taught the Femineers at a local high school the basics of Python & helped them program drones

May 2021-Aug 2021

Gold Ridge Resource Conservation District

Sebastopol, CA

California Climate Action Corps Fellow

 Wrote an <u>article</u> on the effects of drought on wildfire, measured pH of streams to improve wildlife conditions and met with committee members to discuss rainwater catchment systems

Projects: See my portfolio of projects here: https://daisy-abbott.github.io/Projects.html

- Decision Tree Learning Algorithm Top Down Implementation
- Dynamic simulation environments for autonomous navigation
- Hexapon game implementation with both human and computer players
- Shortest distance or fastest route between two points calculation using dijkstra's algorithm

Personal

- Skills: Machine Learning Models, Python, Java, Neural Nets, Random Forests, SQL Querying, Pandas, HTML & CSS, LaTeX, GitHub, Blender, Excel
- **Hobbies:** Surfing, playing violin, and board games.