DAVID BUFFKIN

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PROFESSIONAL SUMMARY

Forward-looking computer scientist with a special interest in artificial intelligence and machine learning. Searching for especially innovative roles in research and development of AI in the modern age. Prepared to learn and adapt to new approaches to AI and apply said techniques in real-world applications.

EDUCATION

Carnegie Mellon University - Pittsburgh, PA *August 2019 - December 2021 (expected)*
Bachelor of Science in Artificial Intelligence
Current GPA of 4.0
Notable courses: Intro to Deep Learning, Computer Vision, AI Representation and Problem Solving, Intro to Systems, Theroretical CS, Functional Programming, Imperative Computation, AI and Society

University of Florida - Gainesville, FL *August 2018 - May 2019*
Dual-enrollment during senior year of high school; three courses
GPA of 4.0

Buchholz High School - Gainesville, FL *August 2015 - May 2019*
Scored 5 on all 15 AP classes taken
4.0 unweighted GPA, 4.85 weighted

TECHNICAL STRENGTHS

Programming Languages	Python, Java, C/C++, C#, SML, Julia, experience in many others
Technical Skills	PyTorch, Jupyter, computer vision, Git, Blender, Unity, LaTeX, AWS
Programming Techniques	OOP, Imperative & Declarative, Algorithms, Data Structures, DP
Personal Traits	Project Coordination, Team Leadership, Communication, Ethics

WORK HISTORY

CMU Summer Intern
Worked for the university on creating a greenhouse simulation for use by autonomous agents. Modelled robust growth of multiple plants and realistic environmental factors. Summer 2020

Freelance Application Developer
Created, developed, tested and released video games for the iOS platform, implemented advertising services from Google and Unity. Developed applications in React Native using Expo

Private Math Physics Economics Tutor
Accelerated client's learning and comprehension of course material in advanced subjects, provided and evaluated effective strategies and feedback to maximize performance

STEM COMPETITIONS

Participated and performed remarkably well in many high school math and science competitions like National Science Bowl, USAPhO, AMC/AIME, ARML, Mu Alpha Theta, USNCO, and Physics Bowl among others

Head Programmer for high school FTC robotics team; mechanical design work