

# David Cabatingan

[davidcabat@gmail.com](mailto:davidcabat@gmail.com) ❖ (401) 588-1442 ❖ Providence, RI ❖ [dcabatin.github.io](https://dcabatin.github.io)

---

## SKILLS

---

- **Skills:** Adaptability, leadership, conflict remediation, mentoring, and effective communication.
- **Programming Languages:** Java, Python, C, MATLAB, R
- **Technical Skills:** object-oriented design, algorithms, data structures, data analysis, systems programming

## WORK EXPERIENCE

---

### The MathWorks, Inc.

May 2019 – August 2019

*Engineering Development Group Intern*

*Natick, MA*

- Improved MATLAB's Predictive Maintenance Toolbox, applying machine learning and statistics to machinery and equipment health monitoring.
- Worked with the Design Optimization and Identification team to assist in the implementation of a new backend variable information system for an upcoming release product.
- Participated in agile software development with a team of full-time engineers.

### Brown U. Department of Computer Science

May 2018 – Present

*Teaching Assistant*

*Providence, RI*

- Worked as a teaching assistant for:
  - CSCI 0150: Intro to Object-Oriented Programming (Fall 2018)
  - CSCI 0220: Discrete Structures and Probability (Spring 2019)
  - CSCI 0100: Data Fluency for All (Fall 2019)
- Held weekly office hours to help students solve problems and review material.
- Worked to develop problem sets and assignments. Graded said problem sets and assignments.

### Brown U. Department of Computer Science

May 2019 – Present

*Research Assistant*

*Providence, RI*

- Investigating the use of machine learning techniques to inform diagnosis and medical care.

## EDUCATION

---

### Brown University

In progress (May 2021)

*ScB in Math - Computer Science*

*Providence, RI*

- Relevant computer science coursework:
  - Computer science courses: Object-Oriented Programming, Data Structures and Algorithms, Computer Systems, Data Science, Logic for Systems
- Relevant mathematics coursework:
  - Multivariate Calculus, Linear Algebra, Probability and Statistics, Abstract Algebra

## PROJECTS

---

- **Shell (C):** Implemented a fully functioning shell program for Linux systems.
- **Othello (Java):** Designed and implemented the board game Othello, complete with AI opponent using minimax search.
- **Get Ready for Baby (Python, JS):** Investigated trends and sentiments in baby name data. Results available on website.