Megan A. Ruthven

maruthven@gmail.com www.maruthven.com 713-201-0030

Objective: Full time position involving machine learning and DSP with data related to human interaction and

life sciences.

Education: Electrical and Computer Engineering, M.S., December 2015

The University of Texas at Austin Advisor: Professor Ahmed Tewfik

Research: Neural Prosthetics **Overall GPA**: 3.51

Related Courses: Information Theory, Intro to Non-Linear Bio-Systems, Scalable Machine Learning, Dynamical Systems, Estimation Theory, Data Mining: Predictive Models, Digital Signal

Processing, Principals of Neuroscience 1, Probability and Stochastic Processes

Electrical and Computer Engineering, B.S., May 2013

The University of Texas at Austin

Overall GPA: 3.71/4.0 Major GPA: 3.71/4.0

Related Courses: Embedded and Real-time System Lab, Empirical Standards in Software

Engineering, Microprocessor Applications and Organization (EE 445L)

Informatics, Study Abroad, Spring 2012, The University of Edinburgh, UK

Skills:

6/2012 - 8/2012

5/2011 - 8/2011

- Digital Signal Processing
- Machine Learning
- Programming languages: C++, MATLAB, Scala, C, Python, Java, LabVIEW
- Scalable Frameworks: OpenMP, Spark, MPI, Hadoop
- PCB modeling and imaging: Altium, PCB Artist, and Eagle

Hardware Apps Intern, Texas Instruments

Plant Engineering Intern, General Motors

Work Experience:		
5/2015-8/2015	Data Science Intern & KPCB Fellow: MyFitnessPal	San Francisco, CA
•	Cleaned & prepared user interaction data for unsupervised learning	
•	Segmented users based on the above data	
1/2015-12/2015	Teaching Assistant: Digital Signal Processing Lab	Austin, TX
•	Taught lab sessions and guided students through the exercises	
5/2014-8/2014	Software Engineering Intern: Google	Mountain View, CA
•	Implemented machine learning system to predict accuracy of a crowd sourced answer	
•	Reduced required average work per question by 58%	
•	Added feature on crowdsourcing website, modified through feedback and iterative design	
9/2013-Present	Graduate Research Assistant, Dr. Tewfik: Neural Prosthetics	Austin, TX
•	Research current implementations of EEG and electrode array signal processing	
•	Process neural signals from electrode array to identify neural patterns that are experimentally	
	coupled to behavior	
5/2013-8/2013	Engineering Intern, Sparx Engineering	Houston, TX
•	Analyzed, redesigned, and tested biomedical device electronics	
•	Researched current implementations of electrosurgical tools	
•	Used Google Script, and Zend Gdata API to create web based scoring system for contest	
8/2012 - 12/2012	Teaching Assistant, Dr. Barber: Software Design & Implement	tation Austin, TX

Stafford, TX

Arlington, TX

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Technical Projects:

8/14/2015-8/16/2015 Hack the Planet: MegBot – Facebook messenger bot

Mountain View, CA

- Summarizes your group chats to the 5 most frequent words, great for active chat groups
- Circumvented the lack of Facebook Messenger API by creating a scraping bot with phantomis
- Open sourced it at: https://github.com/maruthven/megbot

11/8/2014-11/9/2014 DevOn Mobile Hackathon: MFacti.com

Austin, TX

- Developed a SMS and light website for quick fact lookup (high information, low byte #)
- Created for markets with high percentage of feature phones, low percentage of smart phones
- Try it at: http://mfacti.com, text questions to 512-270-7266, translations at 877-579-0063

9/15/2013-9/16/2013 HackTX: Relevant XKCD Search, 2nd place

Austin, TX

• Worked with a partner to create a XKCD comic search website in a 24 hour hackathon, URL: http://relevantxkcd.appspot.com/, 500 people participated in HackTX 2013

8/2012 - 5/2013

Senior Design: Automated 3D Mapping with RGBD Camera

Austin, TX

- Worked on a team to create an autonomous robot made from a Segway RMP, Microsoft Kinect, and computer using Robot Operating System (ROS) to navigate an unknown space while creating a 3D map
- Researched technologies and implementations of SLAM, ICP, and voxel filters
- Implemented autonomous navigation and 3D mapping in one project

10/2011 – 11/2011 EE 445L Project Partner, 3D RGB LED Connect Four Cube

Austin, TX

- Worked with one partner to design, build, and program a 3D RGB LED cube to play three dimensional Connect Four
- Chose parts to use for system, designed system schematic and PCB using PCB Artist, designed RGB LED Cube multiplexing, and dashboard user interface, assembled all parts to create cube, wrote game play instructions, programmed control software

10/2010 - 3/2011

Robot Engineer, Salvage Vanguard Theater

Austin, TX

- Designed and created four robot actors for the play *Heddatron*
- Coordinated robots' aesthetics with the Vanguard Theater production team, Co-lead six member (EE, CS, and ME) robot fabrication team: built robots

Community Involvement:

7/2012 - Present

Board Member, MentorSearch Non-profit

Houston, TX

- Objective of Mentor Search: To benefit K-12 STEM activities by connecting mentors to school robotics groups: currently focused on the Houston community
- My role: Identify how to create connections between schools and available mentors

Awards and Scholarships:

- KPCB Fellow 2015
- 2nd Place: HackTX, 2013
- UT EE 445L Design Competition 1st place, 2011 (LED Cube)
- Austin Critics' Table: Special Citation, 2011 (*Heddatron* robots)
- B. Iden Payne Awards: Nomination for Outstanding Puppetry, 2011 (Heddatron robots)

Professional Memberships:

- Eta Kappa Nu Psi Chapter (Spring 2011 Present)
- IEEE (Fall 2009 Present): Robotics and Automation Society member; Women In Engineering member