Eamon Weingold

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EDUCATION

University of Maryland - College Park   May 2025
Bachelor of Science in Computer Science

RELEVANT COURSEWORK

Courses: Object-Oriented Programming, Intro to Computer Systems, Discrete Structures, Organization of Programming Languages, Algorithms, Intro to Immersive Media, Intro to Data Science, Advanced Data Structures

Awards: Made Dean's List every semester, Presidential Scholarship, National Merit Finalist

EXPERIENCE

NASA | *Quality Assurance Specialist and Automated Testing Architect*   January 2023 – August 2023
Internship responsible for a variety of tasks within the Human Capital Information Technology branch of NASA, such as designing and managing web systems deployed through the ServiceNow platform. **Awarded** with a letter of appreciation by Acting Chief Human Capital Officer at NASA for my exceptional efforts.

Thompson Gray, Inc. | *Automation Intern*   June 2019 – August 2019
Internship utilizing UiPath software to accomplish a variety of Robotic Process Automation tasks, and a research exploration into the broader impact of automation on industry. Remote work with weekly on-site meetings. Concluded with a final project and presentation to the production team.

Chick-fil-A | *Service Employee*   July 2021 – August 2021
Full-time food service employee: Order taker, runner, cashier working closing shift.

Self-employed | *Tutor*   Jan 2018 – Jun 2021
Tutored middle school and high school students in math and science.

XR Club | *Member*   September 2022 - Present
University club exploring Virtual Reality, Augmented Reality, and Mixed Reality and how it applies to industry.

SKILLS

Languages: Python, Java, C, C++, JavaScript, HTML/CSS, C#, MATLAB, Ruby, OCaml, Rust, MIPS Assembly, SQL, LaTeX

Tools: Git/GitHub, Unix, Unity 3D, Unity XR, VSCode, Visual Studio, Sublime Text, ServiceNow, UiPath

PROJECTS

NASA Employee Profile Report | *HTML, JavaScript, CSS, ServiceNow*   June 2023 – August 2023
- Designed a dynamic report that visualizes a NASA employee's valuable employee information.
- Handles data from a plethora of different API calls that receive NASA employee information.
- Collaborated with product owners to consider feedback and verify the proper design vision.
- Presented research and product prototype to the broader Human Capital Information Technology team at NASA.

March Madness AI Prediction Tool | *Python, TensorFlow, pandas*   March 2023 – April 2023
- Collaborated with a team of developers to manage data from a plethora of college basketball statistics.
- Fed the tens of thousands of data points to a Neural Network using TensorFlow.
- Submitted predictions for the 2023 tournament to the Kaggle March Machine Learning Mania 2023 Competition.

PhysView | *C#, Unity 3D, Visual Studio*   August 2020 – June 2021
- Year-long high school senior research thesis examining the use of Virtual Reality technology to visualize physics simulations in a 3D interactive digital environment.
- Experimental prototype designed and implemented with C# in the Unity game engine for the Oculus Rift S.