Eamon Weingold

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Education

University of Maryland - College Park — GPA: 3.87 Graduated May 2025
Bachelor of Science in Computer Science (specialization in Machine Learning), Minor in Philosophy

Relevant Courses: Artificial Intelligence, Machine Learning, Deep Learning, Natural Language Processing, Object-Oriented Programming, Computer Systems, Discrete Structures, Organization of Programming Languages, Algorithms, Immersive Media Design, Data Science, Advanced Data Structures, Computer Network Security
Awards: Dean's List every semester, Presidential Scholarship, National Merit Finalist

Thomas Jefferson High School for Science and Technology Graduated June 2021
#1 Nationally Ranked High School

Experience

University of Maryland Department of Mathematics | *Research Assistant* May 2024 – Present
- Analyzing basketball plays through non-intrusive camera-based motion tracking systems
- Training custom YOLOv11 detection models to obtain human pose and basketball coordinates
- Performing 3D reconstruction through OpenCV camera calibration
- Collecting live, real-world data with high school teams to provide visual form advice

NASA | *Quality Assurance Specialist and Automated Testing Architect* January 2023 – August 2023
- Designed and maintained web systems deployed through the ServiceNow platform
- Worked side-by-side with human capital experts to build solutions that serve every employee at the company
- Awarded a letter of appreciation for exemplary work from the Chief Human Capital Officer at NASA

Thompson Gray, Inc. | *Automation Intern* June 2019 – August 2019
- Built Robotic Process Automation workflows using UiPath to streamline operational processes
- Researched the broader impact of automation across industries
- Presented a final automation prototype and findings to the production team

Self-employed | *Tutor* Jan 2018 – Jun 2021, Sep 2024 – May 2025
- Tutored middle and high school students in Algebra, Geometry, Triginometry, and AP Precalculus

XR Club | *Member* September 2022 - May 2025
- Designed Virtual Reality and Augmented Reality applications in Unity and explored the industry applications of XR

Skills

Languages: Python, Java, C, C++, JavaScript, HTML/CSS, C#, MATLAB, Ruby, OCaml, Rust, MIPS, SQL, LaTeX
Software: Linux, Git, Docker, Anaconda, Unity 3D, VSCode, Visual Studio, Android Studio, ServiceNow, UiPath
Tools: Github, Microsoft Office (Word, Excel, Powerpoint, Teams), Scrum, Kanban, Blender, Slack

Projects

Generative Question Answering | *Python, PyTorch, HuggingFace* April 2024 – May 2024
- Implemented the Microsoft Phi-3 Mini LLM for the task of question answering
- Fine-tuned data pipeline and prompt-engineered for quizbowl-style questions
- Won first place among entire class for our model implementation

NASA Employee Profile Report | *HTML, JavaScript, CSS, ServiceNow* June 2023 – August 2023
- Designed a dynamic report to visualize essential data from 10+ employee databases, serving all NASA workers
- Collaborated frequently with product owners to handle feedback and verify design vision
- Presented product prototype to the broader Human Capital Information Technology team

March Madness Machine Prediction | *Python, TensorFlow, pandas, numpy, matplotlib* March 2023 – April 2023
- Trained a TensorFlow feed-forward neural network to predict the results of the March Madness 2023 tournament
- Analyzed KenPom NCAA Ratings, Power 5 rankings, etc. to aggregate data and maximize prediction accuracy

PhysView Thesis Project | *C#, Unity 3D, Visual Studio* August 2020 – June 2021
- Theorized the applicability of Virtual Reality technology in visualizing physics simulations through a prototype app
- Scripted with C# in the Unity game engine for the Oculus Rift S