## EFREM RENSI

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#### SKILLS

- Data Wrangling/Analysis
- Algorithm design and implementation
- Programing: Python, Matlab, Linux scripting, C, some variants of assembly language, SQL (mostly mySQL)
- Good Git habits, documentation, and GitHub workflow

#### WORK HISTORY

### Impact Hub Oakland co-working space (3/2015 - Present)

### $Business\ Intelligence$

These projects all have public GitHub repos.

- Wrote Python scripts to parse and summarize venue rental invoices.
- Used entry/exit data from IHO's card swipe hardware to analyze space usage for individual members and groups, providing IHO management with information about member habits.
- Used invoice records and calendar entries to create a summary of space rental/usage.
- Wrote script for monitoring work-trader hours and active involvement over time, useful to motivate reminder notices and determine frequency for new cohorts.

## Center on Youth Registration Reform (6/2015-8/2015)

### Web Scraping

CYRR director Nicole Pittman and a small team of legal activists are working towards reforming sex-offender legislation as it applies to juveniles.

- $\bullet$  Wrote Python scripts to scrape public Sex-Offender registries for 20 states.
- Provided CYRR with preliminary data regarding number of offenders on the registry who were convicted as juveniles.

## Research in Industrial Projects for Students (RIPS) at UCLA (6/2006-8/2006) Algorithm development, Documentation, Programming

- Team leader for research project at the Institute for Pure and Applied Mathematics (IPAM).
- Developed an approach based on image segmentation. Several of the spam images were comprised of a
  common text message or logo, but with differing backgrounds meant to confuse an automatic detector. My
  technique segmented a potential spam image into a number of discretely defined features, independent of
  scale, and created a database of probable spam components.
- Collaborated on publication of *Image Similarity Techniques For Detecting Image-Based Spam* project sponsored by Symantec Inc.

# San Jose State University (1/2006-5/2006) Modeling, Coding

- Investigated modeling an astronomical accretion-disk with a simple computational model called the "dripping-handrail".
- Collaborated on publication of Astrophysical accretion as a dripping-handrail project sponsored by NASA-Ames research center.
- Developed two different Matlab implementations of the model, and an animated visualization that greatly simplified explanation of the process.

### San Jose State University (9/2006-12/2006)

#### Modeling/visualization

- Wrote Matlab scripts to implement and numerically compare two Green's-functions for a differential equation meant to simulate distribution of mass in the early universe: One recursively-defined and the other explicitly-defined.
- Developed animated visualizations in Matlab for comparison of the two methods, and presented the results at Sonoma State University for the Northern California Undergraduate Mathematics Conference.

### EDUCATION

### University of California, Davis Davis, CA, U.S.A. • M.S. Applied Mathematics, 2014

- Developed a new thick-restarted Krylov-subspace method for MIMO model order-reduction.
- Introduced a new orthogonalization process for complex-valued Krylov subspace basis vectors that cuts computational costs in half by treating complex vectors as long real-valued vectors.
- Wrote a suite of Matlab scripts for proof-of-concept implementation and analysis of the method.
- Produced novel transfer-function gain plots that make pole-zero analysis intuitive.
- Worked as a Teaching Assistant for several college-level mathematics courses.

## Code for America (Open Oakland Brigade) (8/2015-present) Software Development

I am currently volunteering with California Civic Lab, a project to extend Oakland's successful open-disclosure project to other California city and County governments.

- Gained familiarity with group collaboration via GitHub, creating and fixing issues, making pull requests, etc.
- Getting familiar with Django app development
- Caught and fixed bugs
- Continuing streamlining backend ETL