Elizabeth Koshelev

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EDUCATION

Brandeis University, Waltham, MA May 2018

Bachelor of Science in Computer Science

Awards and Honors: Dean's Scholar, Dean's List, Provost's Undergraduate Research Fund

Relevant Courses: Introduction to Computers, Introduction to Java, Advanced Programing Techniques, Discrete Structures, Data Structures and the Fundamentals of Computing, Theory of Computation, Structure and Interpretation of Computer Programs, Mobile Application Development, Introduction to Probability and Statistics, Web Development, Networks and Computer Communication, Next Generation Technologies, Linear Algebra, Software Engineering, Software Entrepreneurship, Operating Systems

National University of Ireland (IFSA Butler), Galway, Ireland Spring 2017

SKILLS

Programming Languages: PHP, Javascript, Ruby, Java, C, HTML, MATLAB, Python, Scheme

Operating Systems: Windows (all versions since XP), Mac OS, Ubuntu Linux

Software Skills: MATLAB, Microsoft Office, Android Studio, Mathematica, Audacity, Tassman, Photoshop, Ruby on Rails, Github, Bootstrap, Netbeans

Languages: Fluent in English, Semi-Fluent in Russian, Limited Working Proficiency in French

EXPERIENCE

Wayfair, Boston, MA June 2018 - Current

Software Engineer

- Created ad campaigns for suppliers that resulted in millions of dollars in profit
- Built out new microsites on wayfair.com for suppliers
- Designed and built out admin tools for internal use to manage ad campaigns
- Set up jenkins jobs to run daily and email impression reports from campaigns

Research Experience for Undergraduates, Lehigh University, Bethlehem, PA May 2017- August 2017

Researcher

- Utilized Project Malmo to create an interactive, artificially intelligent Minecraft agent that utilizes hierarchical task networks to learn how to make items from a player's actions
- Created a visualization of the agent explaining how it was trained: https://www.youtube.com/watch?v=NQe25BEfeSQ
- Wrote a manual for utilizing Project Malmo and interacting with the agent
- Collaborated with the authors of *"Automated Learning of Hierarchical Task Networks for Controlling Minecraft Agents"* (Nguyen, Reifsnyder, Gopalakrishnan, Munoz-Avila) to create an interactive demonstration with the Minecraft agent

Research Experience for Undergraduates, Salisbury University, Salisbury MD May 2016 - January 2017

Researcher

- Implemented deep learning algorithms for change detection in satellite images
- Created and tested hundreds of neural networks with varying sets of satellite data
- Parallelized MATLAB code to accelerate runtime by 3x
- Collaboratively published paper *Accelerated Change Detection in Synthetic Aperture Radar Images through Deep Learning* in the ICNC 2017 Conference Proceedings
- Attended the International Conference on Computing, Networking, and Communications in January 2017