

EL WHITTLE

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SUMMARY

Senior BS computer science student minoring in robotics and mathematics. Main interests and experience in machine learning, robotics, neuroscience, and design and construction of programming languages. Tutor with 3 years' experience tutoring intro to CS, data structures & algorithms, and object-oriented programming at NYU Tandon. Developed arm motion detection models with EEG data in a ML group project up to 94% accuracy. Experience in compilers, databases, parallel and distributed systems, virtual reality, game design, perception, biopsychology, quantum computing, and digital marketing.

EDUCATION

New York University, Tandon School of Engineering, Brooklyn, NY Sep. 2020 – Present

Bachelor of Science, Computer Science

GPA: 3.76

Honors and Awards: Dean's List ('21-22, '20-21)

Global Leaders and Scholars in STEM ([GLASS](#)) Scholar

NYU Global Program: Study Abroad in Abu Dhabi (Jan. 2022 – May 2022)

Relevant Courses: Intro to Machine Learning, Intro to Parallel & Distributed Systems, Intro to Databases, Design and Implementation of Programming Languages, Open Source and Professional Software Development, Software Engineering, Virtual and Augmented Reality, Perception, Biopsychology

SKILLS

Programming Languages: C++, Python, Go, Java, TypeScript, SQL, Haskell, Ruby, 9 others

Software/Libraries: Git, GitHub, GitHub Actions, Unity, Flask, NumPy, SKLearn, Pandas, LangChain

Tutoring: CRLA Certified Tutor, Level 1

EXPERIENCE

Software Engineering Intern, **Qiqochat**, Brooklyn, NY Oct. 2023 – Present

- Integrate large language model chatbot service with existing platform using LangChain
- Connect chatbot service to vector database of product forums using Weaviate

Computer Science Tutor, **NYU Polytechnic Tutoring Center**, Brooklyn, NY Nov. 2021 – Present

- Guide students through concepts from three core computer science major courses in Python and C++
- Make 40-90-minute mock exam review videos for Object Oriented Programming course

Undergraduate VR Researcher, **NYU Undergraduate Summer Research**, Brooklyn, NY Jun. 2022 – Aug. 2022

- Prototyped Materials Science Lab environment using Unity and XR Interaction Toolkit with three-person team
- Implemented functionality for Universal Testing Machine model and specimens to simulate lab activity

RELEVANT PROJECTS

News Bias Tool, **Software Engineering**, NYU, Brooklyn, NY Oct. 2023 – Present

- Develop a web-based tool leveraging web scraping, LLMs, and a vector database identify biases in news articles.

ML Arm Motion Prediction, **Intro to Machine Learning**, NYU, Brooklyn, NY Feb. 2023 – Mar. 2023

- Developed models using Python, NumPy, Pandas, and SKLearn that detected arm motion based on EEG data
- SVM and logistic regression models: 112 features, 80% training data (2,304 entries), 67-94% accuracy
- Neural network: 112 features, 60% training data (1,708 entries), 70-91% accuracy

COOL Compiler, **Compiler Design & Construction**, NYU, Brooklyn, NY Nov. 2022 – Dec. 2022

- Created compiler for the Classroom Object Oriented Language (COOL) using C++
- Made and combined scanner (flex), parser (bison), semantic checker, and code generator

Website with Database Backend, **Intro to Databases**, NYU, Brooklyn, NY Nov. 2022 – Dec. 2022

- Developed airplane ticketing system using HTML, SQL, Flask, and XAMPP/phpMyAdmin in three-person team

ADDITIONAL ACTIVITIES

Advent of Code: Dec 2022

Google Kick Start: 2021, 2022

NYUAD Hackathon for Social Good: Quantum Computing. 2nd Place (with group), Abu Dhabi: Mar. 2022

NYU HAOathon, Sep. 2023