

# Emily A. Wasserman

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## Languages & Skills

\ Python, R, Matlab, HTML+CSS, SQL, D3+dimple.js  
\ PCA, linear classifiers, clustering, multivariate analysis, multilevel modeling, statistics

## Education

### 2015 \ Pomona College

B.A. Cognitive Science, *cum laude*  
Minor: Japanese  
Winner, Fletcher Prize in Cognitive Science

### \ Self-Taught

Machine Learning, *Stanford University*  
Computational Neuroscience, *U. of Washington*  
CS50, *Harvard University*  
Data Visualization, *Udacity*

## Employment

### 2015- \ Lab manager, Boston College Morality Lab

I develop, lead, collaborate on, & support research projects, including the analysis of large-scale (millions of data points) brain data. I have published results in academic journals and presented at conferences. I maintain & develop new software tools for the lab's Matlab/Python/R/Javascript codebase. I also play a key role in lab organization, logistics, and development; for example, I have trained lab members in new analysis techniques, mentored research assistants, and spearheaded efforts toward open science with OSF and OpenfMRI.

### 2012, 16 \ Research assistant, Pomona College

I twice secured grant funding to develop a study on how bilingual experience enhances cognitive function in young adults. I analyzed hundreds of participants' worth of behavioral data and presented my results in a prize-winning thesis.

### 2014-15 \ Research assistant, Institute for Social Research

I analyzed electroencephalographic (EEG) data to investigate cross-cultural and cross-genetic differences in brain activity, and co-presented the results at a conference.

### 2012-14 \ Writer/Editor/Consultant, TSL Newspaper

I served as writer, section editor, and writing consultant on pieces in our campus newspaper.

## Activities

### \ Code for Boston

With a small team of civic hackers at Code for America's Boston chapter, I'm helping build a financial prediction app for low-income clients and their case managers.

### \ Citizens Climate Lobby

We work to build political will for climate legislation, among representatives and citizens.

### \ Humans vs Zombies

In college, I led a small team that designed and ran multi-day, immersive, open-world, real-time games with hundreds of players, involving narrative plotting, world-building, and game design.

Hiking: Big Sur

Reading: The Gene: An  
Intimate History

Studying: The  
Algorithm Design  
Manual

Cooking: Jamaican  
curry tacos w/ mango-  
pineapple slaw