Emily A. Wasserman

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Languages & Skills

\ Python [pandas, sklearn], 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, Core Team

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: Weapons of Math Destruction

Studying: The Algorithm Design Manual

Watching: The Great British Baking Show