Ethan Grey Asis

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EDUCATION

Brown University, *Sc.B. Computer Science, B. A. Music* 3.9/4.0 GPA   Providence, RI | Class of 2024

Relevant Courses**:** Deep Learning, Machine Learning, Statistical Inference, Linear Algebra, Software Engineering, Computer Systems, Programming Languages, UI/UX, Data Structures and Algorithms, Intro to Object Oriented Programming, Principles of Economics

Saint Paul Academy 3.86/4.00 GPA   Saint Paul, Minnesota | Class of 2019

Debate Captain, Ski Team Captain, Spotlight Showcase Award, B Warren Hart Speaker Award, Student Activities Council President, Mary Ann Kimball Scholarship for MacPhail Center for Music, National Debate Qualifier

PROFESSIONAL EXPERIENCE

Foreverfan, *Software Engineer and Business Development*   Providence, RI | May – Dec 2023
- Foreverfan is a B-Lab sponsored startup aimed at helping new musicians analyze and bolster their growth with our data and social tools. I currently help to build out core technical features and business strategies with the CEO and CTO to continue growing the venture.

Alarm.com, *Software Engineering Intern*   Vienna, Virginia | Jun – Aug 2022
- Worked on a team of four to convert a proprietary AI model across different frameworks to be used with a middleware sdk to install a CNN on a svr unit.

Bond Sports, *Software Engineering Intern*   Remote | Jun 2021 – Aug 2022
- Worked closely with the CEO to produce a webscraping script to build a library of necessary leads for Bond Sports'marketing team. Also worked with senior engineers on basic React components for their customer site.

iD Tech, *Programming Instructor*   Remote | Oct 2020 – Aug 2021
- Taught students of various ages introductory coding practices, including object oriented programming, numpy, and basic machine learning.

Scoutitnow, *Software Engineering Intern*   Remote | Jun 2020 – May 2021
- Created and tuned a webscraping script to collect activity information online.

LEADERSHIP/EXTRACURRICULAR EXPERIENCE

Brown University A Cappella, *Music Director / Business Manager*   Sep 2019 – Jun 2024

- Planned and Lead rehearsals three times a week, facilitated gig management throughout the year as well as for our group's tours. Now focusing on album production and financial planning for an international tour.

Brown RISD Game Development, *E-Board Member and Producer*   Sep 2020 – Jan 2022
- Organized weekly meetings and lead smaller groups through semester long projects. Helped with programming, design, and music.

Ivy Film Festival, *New Media Team Member*   Sep 2020 – Jan 2023
- Worked on a small team to showcase new media exhibitions and host new media artists and talks. I personally designed and led an A-Frame workshop the week of the Film Festival

RESEARCH AND OTHER TECHNICAL EXPERIENCE

VR-Teleop Lab at Brown University, *Research Assistant*   Nov 2022 – Jan 2024
- Assisting in the early development of long distance low-latency teleoperations with Robotics, VR, Computer Vision, AI, and Unity. Working on a team of five graduate students to help facilitate additional undergraduate research

Undergraduate Teaching Assistant, *Artificial Intelligence*   Sep – Dec 2023
- Artificial Intelligence is an upper level Computer Science Course at Brown University. Responsibilities consist of leading debugging and conceptual hours to help students troubleshoot homework errors and understand material covered in lecture. Topics included but were not limited to search algorithms, ai, ml, and dl.

Fullstack@Brown with Brown Outing Club, *Software Engineer*   Nov 2020 – Apr 2021
- Worked with a small team to rework the lottery system for Brown Outing Club activities to make it more equitable. Built with Flask, SQL, Python, basic web development

SKILLS & INTERESTS

Technical Skills: Python, Java, HTML & CSS, SQL, Javascript, React, C#, Artificial Intelligence, Machine Learning, Tensorflow, Numpy, Selenium, Caffe, C++, C, Pandas, Pytorch

Interests: Music, Skiing, Fishing, Chess, Film