Gabriela Vanessa Polzin Navarro

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Education

Washington University in St. Louis *Sep 2021 - May 2025*

- Cognitive Neuroscience and Computer Science Double Major, GPA: 3.47

United Nations International School, New York *Sep 2008 - Jun 2021*

- IB Diploma in Higher Level Physics, Biology, and Mathematics, GPA: 3.86

Relevant Experience

Data Science Intern - Pfizer *June 2024 - August 2024*

- Designed a Streamlit app in Python that uses LLM model to conduct sentiment, categorical, and classification analysis based on a collection of user feedback data on the ARIBA platform.
- Designed an application that uses an LLM model with Few-Shot learning, and Retrieval Augmented Generation techniques to automate the writing of update documentation of the Centaur platform.

Neuroimaging Lab Research *August 2024 - present*

- Using Freesurfer, a neuroimaging toolkit for processing, analyzing, and visualizing brain MRI images, to aid in research on neurodegeneration in patients with dementia.

McKelvey School of Engineering Teachers Assistant *January 2023 - present*

- Data Structures and Algorithms Lab Lead
  - Leading studio sessions, educating students about the relevant data structure that the class is working on that week and working on problem sets.
- Introduction to Artificial Intelligence Teachers Assistant
  - Grading in-class work, exams, and assignments. Hosting office hours to provide extra help for students on challenging assignments.
- Computer Engineering Teachers Assistant
  - Grading assignments and hosting office hours to provide extra help for students.

Projects

- IOS Camping app that displays campsites across the united states as well as the activities and services the campsite provides, nearby hospitals, and the current weather of the region.
- Game recommendation app that searches/sorts video games by genre, title, and compatible consoles.
- Built advanced techniques to challenge facial recognition systems, testing their security and reliability. Designed practical matching systems for real-world use, such as pairing students with advisors and matching kidney donors with recipients for transplants.
- Intelligent Pacman pathfinding agent using Python. The agent avoids ghosts and collects the most possible apples given its starting position.

Skills

- Experience using Python, Java, C++, Javascript, Typescript, Swift, HTML/CSS and SQL.
- Strong Mathematical & Statistical foundation: Calculus I,II,II and Probability & Statistics for Engineering. Experience analyzing datasets using pandas, matplotlib, and scikit-learn.
- Strong Algorithmic Knowledge: Q-learning, regression, clustering, and policy gradient algorithm.
- Operating Systems & Tools: Hands-on experience working in Linux environments, Git, and AWS, and Pytorch.

Awards and Honors

- Dean's List Recipient *Fall 2023, Fall/Spring 2024*
- The Duke of Edinburgh's International - Bronze, Silver Award *June 2019, 2020*
- NYSSMA, Trombone Level 5 -Concertino Rimsky Korsakov Score: 97% *June 2019*

Additional Information

Activities: WashU Climbing Club, Trombone.