Gabriela Vanessa Polzin Navarro

917-952-4474

g.polzinnavarro@wustl.edu https://gabrielanavarro.netlify.app/

Education

Washington University in St. Louis

Sep 2021 - May 2025

- Majors: Computer Science and Cognitive Neuroscience
- Current College GPA: 3.41

United Nations International School, New York

Sep 2008 - Jun 2021

• High School GPA: 3.86, IB Diploma in Higher Level Physics, Biology, and Mathematics

Skills

- Strong mathematical and statistical foundation: I have taken Calculus I,II,II and Probability & Statistics for Engineering
- Programming Experience in Python, Java, C++, Javascript, React, Swift, HTML/CSS and SQL
- GitHub Desktop, Amazon Web Services, Excel, Linux Command Line, Apache, XCode

Projects

- Intelligent Pathfinding Pacman agent using Python
- Gomoku, TicTacToe, and password protected File organizing system in C++
- News sharing site using PHP, HTML/CSS, and MySQL.
- Game recommendation application using React/Typescript.
 - Used RAWG API to create an application that searches through popular games by genre and platform.

Relevant Experience

Neuroimaging Lab Research

August 2024 - present

• Using Freesurfer - a neuroimaging toolkit for processing, analyzing, and visualizing brain MR images to aid in research involving neurodegeneration in patients with down syndrome, HIV, and dementia

Data Science Intern - Pfizer

June 2024 - August 2024

- Designed a Streamlit app in Python that uses GenAI to conduct sentiment, categorical, and classification analysis based on a collection of user feedback on the ARIBA platform.
- Currently working on an application hat uses the Vox LLM model and few-shot learning technique to automate the creation of update documentation of the Centaur platform.

McKelvey School of Engineering Teachers Assistant

January 2023 - present

- 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.
- 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.
- Computer Engineering Teachers Assistant
 - Grading assignments and hosting office hours to provide extra help for students

iD Tech Instructor

May 2023 - August 2023

• Designed personalized lesson plans that cater to each student's ability and taught them programming fundamentals through popular games such as Minecraft and Roblox.

Awards and Honors

• Dean's List Recipient

Fall 2023, Spring 2024

• The Duke of Edinburgh's International - Silver

June 2020

• The Duke of Edinburgh's International - Bronze Award

June 2019

• NYSSMA, Trombone Level 5 - Concertino Rimsky Korsakov Score: 97% June 2019

Additional Information

Activities: WashU XR/VR Robotics Club, WashU Climbing Club, Tennis, Trombone.