

Harper Austin

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Education

Brown University, Sc.B in Computer Science, GPA 4.0 Providence, RI, Expected Graduation May 2027

- Relevant Courses: Object-Oriented Programming, Program Design w/ Data Structures and Algorithms, Artificial Intelligence, Computer Systems, Software Engineering, Computer Vision

Experience

Project Member, Brown Sports Network Mar 2025-Present

- Collaborated with top-tier Bundesliga football club TSG Hoffenheim to align business objectives and build relationships with key stakeholders in the U.S. sports industry.
- Developed client proposals and conducted market research to identify potential clients that would benefit from performance optimization, data analysis/collection, and talent development consulting.

Teaching Assistant, Brown University CS Department May 2024-Present

- Assisted CSCI 0150: Object-Oriented Programming and CSCI 0200: Data Structures and Algorithms, Brown's two largest CS courses (300+ students each).
- Guided students with debugging and conceptual questions to enhance their understanding of OOP, fundamental data structures and algorithms, and Python/Java programming.
- Led lab sessions for over 50 students focusing on programming principles and their applications to real-world software engineering, including space/time complexity and program design.

Software Engineering Intern, Youth 4 Youth FC Oct 2024-Jan 2025

- Developed a custom scheduling portal using React for youth soccer program aimed at automating and streamlining scheduling, reducing manual entry and simplifying the scheduling process.
- Collaborated with program leaders, coaches, and parents to gather requirements and conduct initial testing, ensuring portal functionality aligns with the needs of the organization and the users.

AI Evaluator, Outlier.AI, Contract May-August 2024

- Identified and resolved bugs in code generated by AI models (Python, Java) to better the model's effectiveness.
- Conducted comprehensive evaluations on the ability of LLM's to call API tools (e.g., Google Maps, Google Search) to fulfill user requests.

Projects

CodeLibrarian, Python-based book recommendation system Jul 2024

- Used 3 distinct methods to find books based on an input: (1) Natural language processing (spaCy). (2) Web-scraping (Selenium). (3) Analysis of readability scores.
- Integrated the openAI API to generate personalized explanations for each recommendation

Get Productive, iOS Application Mar-May 2024

- Developed and deployed a gamified productivity app to the App Store using SwiftUI, currently with over 500 users and a 5-star rating across 15+ reviews.
- Received feedback from users and deployed new versions of the app for better user experience.

Skills, Interests, Miscellaneous

- **Languages:** Java, Python, C, C++, HTML/CSS, TypeScript, Swift, x86-Assembly
- **Skills/Frameworks:** React, Node, TensorFlow, PyTorch, NumPy, Matplotlib, JUnit, PyTest, Git
- **Interests/Misc:** Soccer, nature, 3D modeling/printing, guitar, laser cutter, wood working, robotics