

# HENRY GORELICK

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[www.github.com/hgorelick](https://www.github.com/hgorelick)

## EDUCATION

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- + **Fordham University**
  - M.S. Computer Science; May 2020; GPA 3.63**
  - Graduate Assistantship Scholarship Recipient
  - Co-founder of the Computer & Information Science Graduate Student Association

## SKILLS

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|--------------|-------------------------------|
| + Languages  | + Knowledge/Software          |
| – C#         | – Data Structures             |
| – Python     | – Artificial intelligence     |
| – C++        | – Machine learning            |
| – Java       | – Data mining                 |
| – SQL        | – Natural language processing |
| – JavaScript | – Visual Studio               |
| – HTML/CSS   | – Windows and Linux           |

## EXPERIENCE

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- + **Fordham University** New York, NY
  - Graduate Research Assistant – Dr. Mohammed Ruhul Amin August 2019 – August 2020
    - Developed a language model to predict a novel's success based on its contents using data mining and machine learning.
  - Graduate Research Assistant – Dr. Ying Mao January 2019 – August 2019
    - Developed a machine learning resource management system for cloud computing.
    - Published author on paper accepted to ICPP 2019 conference:  
<https://dl.acm.org/doi/10.1145/3337821.3337868>
  - Graduate Research Assistant – Dr. Truong-Huy Nguyen August 2018 – January 2019
    - Built an AI agent using Monte Carlo Tree Search to play Hearthstone.
- + **Boyce Technologies, Inc.** Long Island City, NY
  - Robotics Researcher April 2018 – September 2019
    - Developed, managed, and maintained all aspects of the four ABB robot systems including system architecture and procedure programming.
    - Researched and evaluated new software to enhance and optimize automated manufacturing procedures such as 3D printing, subtractive machining, and welding.

## PROJECTS

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- + **Book Success Predictor** <https://github.com/hgorelick/Book-Analysis-Project>
  - Predicting book success based on natural language data.
- + **Predicting and Improving Hearthstone Strategy with CFA** <https://github.com/hgorelick/SabberStone>
  - Used combinatorial fusion analysis to predict and improve playing strategies for the collectible card game Hearthstone.
- + **NFLDraftAnalysis** <https://github.com/hgorelick/NFLDraftAnalysis>
  - Machine learning applied to the NFL Draft.
- + **Lyricist AI** <https://github.com/hgorelick/Lyricist-AI>
  - Command line program that writes rhyming song lyrics.