HENRY GORELICK

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EDUCATION

+ **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

+ **University of Michigan — Ann Arbor**
  B.A. English; April 2017; GPA 3.33

SKILLS

+ Languages
  – C#
  – Python
  – C++
  – Java
  – SQL
  – JavaScript
  – HTML/CSS

+ Knowledge/Software
  – Data Structures
  – Artificial intelligence
  – Machine learning
  – Data mining
  – Natural language processing
  – Visual Studio
  – Windows and Linux

EXPERIENCE

+ 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

+ 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.