

HOLLIS LEHV

EDUCATION

Columbia University

B.A. Computer Science and Economics - Expected 2020

GPA: 4.0 / 4.0

Relevant courses: Emerging Scholars Program for Computer Science, Computer Science and Programming in Java, Data Structures in Java, Calculus III, Discrete Mathematics, Intermediate Microeconomics, Intermediate Macroeconomics, Advanced Programming, Probability and Statistics, Computer Science Theory, Game Theory

PROJECTS

RKing 2017

- Developed graphics and gameplay for a long-term 2d game project in Unity
- A multi-level platform-based game with a twist - dropping items allows the character to jump higher, but those items may be needed later on in the game

Game Theory and Logic Course 2016

- Designed and taught a two-day course on game theory and logic for students and teachers at my high school

Landscape Genetics of Ocelots in Belize 2016

- Worked with another student and a scientist to develop a research project using statistical tools in R to analyze landscape genetics of ocelots in Belize
- Conducted Bayesian clustering analysis to assess genetic connectivity among Belize ocelots, and then used landscape resistance models and a created a cumulative resistance surface to determine the relative influence of different factors on gene flow in these ocelots.

EMPLOYMENT

Columbia Experimental Laboratory in the Social Sciences Columbia University
Programming Consultant Mar 2018 to Current

- Creating and programming commissioned economics experiments using HTML, JavaScript and Python languages and Qualtrics and Amazon Mechanical Turks software.

Columbia University Computer Science Department Columbia University
Discrete Math and Computer Science Theory Teaching Assistant 2017 to Current

- Responsible for explaining challenging topics to students during office hours, grading exams and assignments, and corresponding with students to answer questions and to communicate essential information

Johns Hopkins Center for Talented Youth Roger Williams University, Bristol, RI
Resident Assistant Jun 2017 to Aug 2017

- Directed and supervised middle and high school students
- Developed and lead outdoor and educational activities and organized dances and events

American Museum of Natural History New York
Research assistant/Mentee Jun 2014 to Jan 2016

- Conducted landscape genetics research on ocelots in Belize using computer software in R and assisted on writing research paper for publication
- Presented at 2016 NYC Student Conference on Conservation and awarded "Best Poster"

CONTACT

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New York, NY 10024

SKILLS

LANGUAGES: Java, C, LaTeX, HTML5, CSS3, Python, R, C++, JavaScript

TECHNICAL TOOLS: Git, Unity, Unix, Flask

HONORS

Columbia College Dean's List
• All semesters in college

New York City Science and Engineering Fair: Finalist, Second Award Mar 2016

NYC Student Conference on Conservation Biology: Best Poster Oct 2015

US Squash: Scholar Athlete Award
• Winner four years in a row

Fieldston Women's Leadership Program

ACTIVITIES

Columbia Game Development Jan 2018 to Current
• Executive Board

- Increased membership by approximately 20% since appointment
- Working on group projects in Unity as well as coordinating and creating tutorials for new students to learn about game development tools

Columbia Application Development Initiative Sep 2017 to Dec 2017
Academy
• Attended a weekly academic program on technologies used in web development including html, css and Python

Columbia Undergraduate Recruitment Committee Nov 2017 to Current
• Responsible for giving tours, hosting new students, and outreach to prospective and admitted students

Math and Science Tutoring Sep 2013 to Current
• Tutored students for the SAT and SAT2 biology and mathematics exams, and tutored peers in algebra and calculus in the math center of my high school