Harvey Reeves

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EDUCATION

UNIVERSITY OF MICHIGAN
B.S.E. in Computer Science
Minor in Applied Mathematics
2018-2022 (Expected)

WYLIE E. GROVES HIGH SCHOOL
Graduated with Honors
2018

COURSEWORK

MATH 214 - Linear Algebra
MATH 216 - Multivariable Calculus
MATH 423 - Mathematics of Finance
MATH 425 - Introduction to Probability
EECS 281 - Data Structures and Algorithms
EECS 445 - Machine Learning

HONORS, SKILLS, AND INTERESTS

HONORS
Sergio Marchionne Student Achievement Award 2019 Recipient

UMich UROP Symposium Blue Ribbon Award 2019 Recipient

National Merit Scholar

SKILLS
Python (Keras, Flask, Numpy), C++, React Native, MATLAB, Swift, Java, HTML/CSS, Git Source Control, AWS, Adobe CC

INTERESTS
Michigan Football, hiking, listening to most genres of music, watching soccer, meeting new people

EXPERIENCE

AMAZON, Incoming SDE Intern
Summer 2020 | Seattle, WA

CROWDS AND MACHINES LAB, Research Assistant
May 2019 - December 2019 | Ann Arbor, MI
- Collaborated with other researchers at the CROMA Lab to create accessible technology at the intersections of **crowdsourcing**, **human-computer interaction**, and **artificial intelligence**.
- Created a sensing approach by using a crowd-powered rule generator for video detection.

JUGAREA, iOS Development Team Lead
January 2019 - September 2019 | Ann Arbor, MI
- Led **iOS development team** for startup overseeing the conversion of an Angular web app to an iOS app in Swift.
- Directed team and communicated progress to upper management throughout the course of development.

LEVENTHAL LAB, Research Assistant
January 2019 - September 2019 | Ann Arbor, MI
- Worked alongside Dr. Daniel Leventhal of UMich Neuroscience to develop **an algorithm to classify changing motor skill levels** for those with Parkinson's disease.
- Organized and analyzed raw data taken from videos in **MATLAB** and **Numpy** for video classification.
- Created poster for 2019 UROP Symposium and **awarded a Blue Ribbon (Judges' Favorite)**.

UMICH AI GROUP, Summer Research Assistant
May 2017 - August 2017 | Ann Arbor, MI
- Expanded capabilites of **SOAR Cognitive Architecture** prior to implementation in Unreal Engine 4 to create 3D games with **self-controlled agents capable of learned decisions** adapted from changes in their environments.

PROJECTS

FASTSTL
May 2020, C++
- Reimplemented popular containers from the C++ standard template library, such as `vector` and `unordered_map`.
- Conducted benchmark tests to prove increased performance for search, insertion, and deletion.

ISLEEP APP
March 2020 - May 2020, React Native
- Worked with UChicago Medicine to create an **iOS** and **Android** app to assist with the diagnosis and treatment for sleep disorders.
- Designed interface in **Adobe XD** from the client's specifications, then implemented it in **React Native** before publishing to both major app stores.

QUANT APP
Fall 2019, React Native
- Designed and implemented interface for the Quant Committee within Kappa Theta Pi for viewing portfolio metrics for different algorithms that trade stocks.
- Learned **React Native** to create frontend that communicates with **AWS instance running trading algorithms**.