Ivan Echevarria

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education

College of William & Mary, Williamsburg, VA — anticipated graduation May 2018
B.S. Computer Science — GPA 3.82
B.S. Applied Mathematics, Statistics concentration
Dean's List — Fall 2014 - present
James Monroe Scholar — August 2014 - present

skills, qualifications, courses

programming languages:	Python, Java, C/C++, R, Matlab
tools and software:	Office Suite, Lightroom, Illustrator, Android Studio, LaTeX, Git, Subversion, JUnit, Selenium, ArcGIS, Maya
web:	HTML5, CSS3, jQuery
relevant courses:	Software Development (Java), Algorithms (C++), Data Structures (Python), Data Analysis (R), Big Data Analytics (R), Probability (R), Principles of Accounting, Principles of Microeconomics, Remote Sensing
areas of expertise:	data analysis, software development, machine learning, technical writing, imaging, presentations

experience

AidData, Williamsburg, VA
Research Associate (*Data Team)* — May 2016 – August 2016
- Saved organization $150k+ by scraping and classifying 2M+ articles
- Improved web scraper to pull articles from aggregation service more than 5x faster
- Tools used include Python, R, Selenium, HTML5, CSS3, and jQuery

William and Mary Department of Mathematics, Williamsburg, VA
Research Assistant — June 2015 – July 2015
- Used machine learning to classify 50,000+ images of eyes as healthy or sick
- Designed and implemented novel computer vision algorithms for feature extraction
- Continue work on part-time basis during following semesters
- Tools used include Python, Matlab, R, Bash, OpenCV, and LaTeX

Miracle Shred, San Mateo, CA
Hard Drive Dismantler — June 2013 – July 2013
- Disassembled hard drives and destroyed their platters to keep client information safe

selected projects

Guac - *online interface for scraping and classifying text data*
- Won cash funding in AidData's Shark Tank; was one of only 5 winning teams out of a field of 14 competitors
- Built prototype, wrote pitch and made slide deck; currently building final product on team of 3

Raytracer - *3D renderer*
- Class project to write a 3D renderer with lighting in C++

Maze - *first-person maze game ported to Android*
- Class project to build a game with randomly-generated mazes; ported game to Android using Android Studio

activities

Pi Mu Epsilon (Math Club) – *Member* — July 2015 – present
- Presented on practical machine learning applications

Makerspace – *Member* — September 2015 – present
- Dismantle and repair cameras

Students for University Advancement – *Member* — August 2016 – present
- Represent W&M students and interact with alumni at university advancement events
- Nominated to join this invitation-only organization by Mike Tierney, director of the Institute for Theory and Practice of International Relations