Jeffrey Tellew

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Linkedin: linkedin.com/in/jeffrey-tellew

Education:

University of California, Santa Barbara (UCSB) Expected Graduation: June 2021

Bachelor of Science: Computer Science (GPA: 3.64)

Skills:

- Languages: Java (5 years), C++ (2 years), HTML (4 years), CSS (4 years), Solidity (1 year), R (1 year)
- Experienced with Git (5 years) as well as Unix/Linux environments (2 years)
- Familiar with blockchain technology, as well as Android and web app development

Relevant Coursework:

Data Structures and Algorithms, Database Systems, Advanced Application Programming

Experience:

Intern - UCSD Division of Biomedical Informatics (June 2019 - Present)

- Developed an experimental database testing Ethereum's scalability by using Solidity smart contracts deployed to the Ethereum blockchain
- Created web app to allow users to easily access the database, replacing manual calendar entry, by using Java with Spring Boot and Bootstrap
- Presented findings at UCSD DBMI Summer Internship Symposium and am currently working with mentors on a paper for the AMIA 2020 Informatics Summit

Intern - UCSD Simulation Training Center (July 2018 - December 2018)

- Designed and implemented new performance metrics for an augmented reality ultrasound-guided needle procedure training program using C++ and Qt
- Devised a recording and replay system for saving and rewatching motion-tracked movements during the procedure to allow expert doctors to give trainees precise feedback

Research Assistant - UCSB Spatial Neuroscience Lab (Feb. 2018 - June 2018)

- Constructed virtual environment and scripts for use in experiment testing how the brain perceives spatial, temporal, and interpersonal distances by using C# and Unity
- Collaborated with other students to determine the direction of the project and give progress presentations to the rest of the lab

Projects:

CS 48, Computer Science Project, Group Project

- Worked in a group of five students in an Agile environment to create an Android app by practicing test-driven development
- App used Java, Yelp API, and Firebase to help groups easily vote on a location to eat