Jeremi Nuer

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Github, Linkedin, Personal Website

Self-driven student building projects in Reinforcement Learning, solving problems with technology and business strategy, pursuing knowledge in computing topics such as Robotic Control.

EDUCATION

UNIVERSITY OF CALIFORNIA, SANTA BARBARA **August 2023 - June 2027 (expected)**

B.S., Computer Engineering, GPA: 3.89

Relevant Coursework: Problem Solving w/ Programming, Object Oriented Programming, Linear Algebra, Differential Equations. *Learned:* Python & C++

EXPERIENCE

LAWRENCE LIVERMORE NATIONAL LABORATORY

HPC Cluster Engineering Intern **June - August 2024**

- Network Installed and Configured Alma Linux cluster from scratch. Setup DHCP, Infiniband Network, created virtual machines and containers. Automated installation and configuration through Ansible
- Deployed Trino Query Engine on cluster and connected to SQL Database and S3 Object Storage. Scaled to large datasets and benchmarked against paid competitors. Automated deployment with Ansible.

UCSB DATA SCIENCE CLUB OFFICER

Director of Technical Development **June 2024 - Present**

- Developed and presented multiple workshops on Python and Classical Machine Learning. Organized project series and mentored teams through yearly project showcase.

PROJECTS

Daily News Summary App: www.tapestry.news **March - May 2024**

- Daily briefing on top 5 news stories of the day. Generates unbiased AI summary, highlights reporting inconsistencies across publications. Won SBHacks Project Series with $1000 prize.
- Used Word-Embeddings and Vector Databases to store headlines, built custom ranking-algorithm to find most popular stories. Prompt schema for verifying correct article structure. Created daily Google Cloud Function

Image Classifier of Types of Trash **December 2022 - January 2023**

- Developed Convolutional Neural Network trained on image dataset of trash, classifies by type of trash. Achieved accuracy of 86.5%. Created **Youtube tutorial** explaining code (github).
- Wrote 4000+ word report analyzing trash management issues, business incentives of plastic recycling. Toured facilities, interviewed experts, wrote supplementary articles receiving hundreds of likes.

Deep Q-Learning (DQN) in Physics Simulator **February - April 2022**

- Developed a Machine Learning Model trained to balance a pole on a cart in simulation for 2+ seconds. Created Youtube tutorial explaining the code, wrote Medium article explaining DQN. *Learned:* Pytorch, Python.

SKILLS

- Languages: Python, C++, HTML/CSS/Javascript
- Frameworks: Pytorch, Robotic Operating Software (ROS), Pinecone, Google Cloud, Fusion360
- Vector Databases, Word Embeddings, Ansible, MPI, Slurm, Kubernetes, Docker, S3 Object Storage, SQL