

Jotham Teshome

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Education

Michigan State University	Jan 2023 – April 2024
Master of Science, Computer Science	GPA: 3.85
- Coursework: <i>Natural Language Processing, Computer Vision, Pattern Recognition, Deep Learning, Algorithmic Graph Theory, Distributed Systems</i>	
Michigan State University	Sep 2019 – Dec 2022
Bachelor of Science, Computer Science	GPA: 3.69
Minor, Business	

Experience

MSU College of Engineering	Sep 2023 – April 2024
Graduate Teaching Assistant	
- Evaluated assignments to uphold rigorous academic standards in the Web Application Development course	
- Provided students with helpful insight on GitLab by describing the uses for HTML , CSS , and JavaScript in front-end design, including topics such as responsive sizing and dynamic retrieval of data	
- Improved students' understanding of Flask for back-end development by 7% through hosting regularly scheduled office hour sessions	
MSU Federal Credit Union	Sep 2022 – Dec 2022
Software Engineering Intern	
- Developed a software project, primarily using Flutter , Dart , and the iOS SDK , for a customer by working with a team of six students to enhance customers' banking experience	
- Designed and implemented <u>Digital Transformation of Member Data</u> by working closely with the customer to bring their vision for the product to life	
NSF REU Project	Sep 2022 – Dec 2022
Undergraduate Researcher	
- Analyzed various research papers to better develop an understanding of optical wireless communication	
- Utilized TinkerCAD for 3D modeling to develop a 4 x 4 x 4 3D "QR code" that could be used for groundbreaking research into underwater optical identification	
- Developed an Android application written in Kotlin to scan a live camera feed, detect objects, and display an associated description of the object on the screen	

Projects

Portfolio Website <i>React.js, Bootstrap</i>	May 2024
- Designed a responsive portfolio website to display my experience and projects using React.js and Next.js to ensure optimal performance and navigation across devices	
- Integrated Bootstrap for a modern design and utilized Framer Motion to create dynamic animations to enhance user experience	
Classification of Pokémon Sprites <i>Python, Computer Vision</i>	Sep 2023 – Dec 2023
- Worked with a team of four students to design and implement a convolutional neural network model to successfully classify Pokémon sprites within a set of images	
- Leveraged image processing techniques as well as machine learning techniques to classify sprites from battle images with up to 86% accuracy	
Identifying and Removing Toxic Comments <i>Python, NLP</i>	Jan 2023 – April 2023
- Implemented a recurrent neural network model trained on labeled comments from the Civil Comments dataset to identify toxicity and non-toxic content online	
- Used a multi-step approach, including a secondary long short-term memory neural network , to classify words for toxicity within sentences with up to 91% accuracy	

Skills

- Programming Languages:	Python, C++, C, JavaScript, Dart
- User Interface:	HTML, CSS
- APIs/SDKs/Frameworks:	Flask, Flutter, Node.js, React.js, Bootstrap
- Languages:	English (fluent), French (novice)