

KALISSA S. FEINBERG

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EDUCATION

Brown University

Providence, RI | May 2021

- Concentration in Computer Science

Washington University in St. Louis

St. Louis, MO | August 2017 - May 2019

- Dean's List: Fall 2017 - Spring 2019
- Antoinette Francis Dames Award for academic excellence

GPA: 4.0

Horace Mann School

Bronx, NY | June 2017

- Cum Laude society; AP Scholar with Distinction; ACT: 35/36

SKILLS

Software

Java • Python • JavaScript • HTML • CSS
• C++ • PHP • Arduino C

Technology

Node.js • LaTeX • Git • Adobe InDesign
Adobe Illustrator • Microsoft Office

Languages

Spanish

COURSEWORK

Computer Science

Rapid Prototype Development and Creative Programming • Object-Oriented Software Development Laboratory • Data Structures and Algorithms • Introduction to Computer Security • Introduction to Data Science • Logic and Discrete Mathematics • Introduction to Computer Engineering

Mathematics

Probability • Linear Algebra • Elementary to Intermediate Statistics and Data Analysis • Multivariable Calculus

EXPERIENCE

J.P. Morgan Chase // Software Engineering Intern

Wilmington, DE | June 2019 - August 2019

Girls Who Code // Teacher's Assistant

Pfizer NYC, NY | June 2018 - August 2018

- Assisted in teaching Python, Robotics, Web Development, and Data Science to classroom of 40 high school girls
- Oversaw students' development and execution of final projects
- Worked with Pfizer executives to manage classroom logistics

Washington University in St. Louis // Teacher's Assistant

(CSE 131, CSE 332, CSE 247)

St. Louis, MO | January 2018 - Present

- Supplement lectures, guide students through labs
- Grade tests and labs; provide feedback for curriculum

ACTIVITIES

Women in Computer Science Club // Webmaster

St. Louis, MO | January 2019 - May 2019

- Responsible for content and design of organization website; send out weekly newsletters
- Meet weekly with executive board to discuss programs and events

Horace Mann Yearbook // Editor-in-Chief

Bronx, NY | September 2016 - June 2017

- Responsible for all content and design of one of the largest yearbooks in the country (450+ pages)
- Led meetings and managed budget of \$113,000
- Implemented Aurasma interactive video technology in book

SELECTED PROJECTS

Mastermind SmartGuesser // Implemented Minimax game theory to design algorithm that solves classic Mastermind game in nearly optimal time: average 4.1 moves per solution (Java)

WordCatcher Google Chrome Extension // Developed unpublished Chrome Extension that saves words a user looks up to study later (JavaScript, HTML, CSS)