

Liesl M. Wigand

PERMANENT ADDRESS

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JOB OBJECTIVE

A position in computer science which utilizes my skills and encourages me to expand them.

EDUCATION

University of Nevada, Reno
Bachelor of Science, Computer Science, August 2007 - May 2011
Minors in Digital Game Design and Math
G.P.A. 3.870/4.0

University of Nevada, Reno
Master of Science, Computer Science and Engineering, In Progress
G.P.A. 3.914/4.0

EXPERIENCE

Research Assistant University of Nevada, Reno Robotics Lab Fall 2010-Present
Reno, NV

Assisted in the development of intent recognition systems to be run on robotic platforms. Continued work in machine learning for attribute recognition in images.

PROJECTS

Attribute Recognition

Used neural networks, support vector machines, and isomap among other techniques to attempt to identify qualities in images based on sentences describing images.

Dynamic Time Warping of N-Grams

Used Dynamic Time Warping to locate related words and events in a subset of the google n-gram dataset. Worked well, but needed improved speed to work on larger dataset.

COMPUTER SKILLS

Experience with Python and C++ languages.
Proficient with Linux and Windows.
Proficient with Git.
Some experience with Ruby and Rails.
Some experience with HTML and CSS.
Some experience with Blender 3D graphics software.

EXTRACURRICULAR ACTIVITIES

Women into Computer Science and Engineering
Association for Computing Machinery
Summer Game Design Class Co-teacher
Summer Computer Animation Class Teacher