

Michael Capriotti

in [LinkedIn](#) [Github](#) [Portfolio](#) ✉ michaelcapriotti2028@u.northwestern.edu

Education

Northwestern University - Bachelor's degree in Computer Science & Mathematics <ul style="list-style-type: none">◦ Coursework: MENU Linear Algebra & Multivariable Calculus, Data Structures & Algorithms, Human Computer Interaction.	<i>Evanston, IL</i> <i>2024 - 2028</i>
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Work Experience

Northwestern Computer Science Department Teaching Assistant <ul style="list-style-type: none">◦ Held office hours helping students learn computer systems concepts, including bit/byte representation, assembly, virtual memory, cache, file systems, and concurrency.	<i>Evanston, IL</i> <i>Jan 2026 – Present</i>
Northwestern Residential Services Mail & Package Center Assistant <ul style="list-style-type: none">◦ Processed and organized incoming packages, ensuring accurate tracking and timely pickup for students and staff.	<i>Evanston, IL</i> <i>Sept 2025 – Present</i>

Research Projects

Los Alamos National Laboratory Quantum Research — <i>Python, QAOA, NumPy, Scipy, Matplotlib, Qiskit, CVXPY, Jupyter Notebook</i> <ul style="list-style-type: none">◦ Applied the Quantum Approximate Optimization Algorithm (QAOA) to solve combinatorial optimization problems (portfolio optimization, travelling salesman, and maximum independent set), by transforming QUBO problems into Max-Cut instances.◦ Utilized Semidefinite Programming (SDP)-based “warm-start” strategies, leveraging classical optimization to accelerate and improve the initialization of QAOA.	
Northwestern Kellogg School of Management Financial Research — <i>Python, Pytesseract OCR, LLMs, Openpyxl</i> <ul style="list-style-type: none">◦ Developed scalable automated obituary classification by transitioning from manual labeling (500 samples) to OCR-based data extraction and automatic labeling using large language models (LLMs).	

Software Projects

Stock Forecast — <i>FastAPI, React, TypeScript, Python, NumPy, Pandas, TensorFlow, Sqlite3</i> <ul style="list-style-type: none">◦ Engineered a machine learning web application predicting next-day stock closing prices for 400+ companies using individual LSTM models trained on 5 years of historical market data, achieving an average mean absolute error (MAE) of 2.76%.◦ Built an end-to-end system with a Python/FastAPI backend to fetch, clean, and process stock data via Yahooquery, train per-stock LSTM models, store results in Sqlite3, and serve them to a React dashboard with Chart.js visualizations for interactive analysis.	
Golf Swing Analyzer — <i>Flask, Random Forest, Python, MediaPipe, OpenCV, NumPy</i> <ul style="list-style-type: none">◦ Created and deployed a full-stack web app enabling users to upload, trim, and analyze golf swing videos, classifying them as Pro or Amateur with interactive annotated pose overlays while minimizing backend memory usage.◦ Collected and processed a dataset of 100 golf swing videos, extracting and normalizing 3D coordinates, velocities, and joint angles for 13 key body landmarks using MediaPipe Pose, and trained a Random Forest Classifier achieving around an 80% accuracy.	
Trading Simulation — <i>C++, Python, Matplotlib, CSV</i> <ul style="list-style-type: none">◦ Developed a single-ticker market simulator in C++ modeling an order book with price-sorted matching and market dynamics, featuring five distinct trading bot strategies (Value Investor, Trend Follower, Stop Loss, Market Maker, Noise).◦ Engineered bot logic to submit orders each tick with price, quantity, and time-to-live, tracked portfolios across 2,000 ticks, and computed real-time metrics for best, worst, and average performance per bot type, visualized with Matplotlib.	
Evolutionary Algorithm Flappy Bird — <i>Unity, C#, Evolutionary Algorithm</i> <ul style="list-style-type: none">◦ Developed a physics-based Flappy Bird clone in Unity with multiple gameplay modes, including training, watching, and playing against an AI agent, with interactive UI controls and real-time visualization of the training process.◦ Implemented a custom NEAT-inspired neural network in C# with elitism, mutation, and multi-cycle fitness evaluation, enabling progressive AI improvement across generations and automatic saving of best models for replay and gameplay.	

Technical Skills

Languages: Python, JavaScript, C++, TypeScript, C#, SQL, HTML/CSS.
Frameworks/Platforms: React, Node.js, Express, Flask, FastAPI, Unity, MongoDB, Supabase, Docker, GitHub Actions, AWS.
Libraries: Pandas, NumPy, TensorFlow, Scikit-learn, Matplotlib, Qiskit, Mediapipe, Pytesseract.

Additional Information

Programs: MIT Introduction to Engineering, and Science (MITES).
Activities: Develop & Innovate for Social Change, Consultants Advising Student Enterprises, Table Tennis Club.