

# Brandon McKinzie

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## EDUCATION

### **University of California, Berkeley**

- B.A. in Physics, Dec. 2016
- Minor in Computer Science
- 3.82 GPA

## AWARDS

- Dean's Honor List – UC Berkeley
- Best Undergrad. Theoretical Research – APS Conference
- Laslett Scholarship – UC Berkeley Physics Department
- Longest-Serving Intern – Congressman Dan Lungren

## RESEARCH AND WORK EXPERIENCE

### **Automatic Generation of Deep Neural Networks – UC Berkeley**

*Sept. 2016 - Dec. 2016*

*Advised by Prof. Dawn Song, Gilad Katz, and Jose Rozanec*

- Implemented support for early-stopping during the architecture search process.
- Extended the set of allowed merge operations between network layers.
- Refactored initial codebase to improve stability & scalability.
- Automated conversion from Scala (architecture generation) to Python (Tensorflow/TFLearn).

### **Virtual Reality – MIT Media Laboratory**

*Summer 2016*

*Living Mobile Group*

- Designed virtual training environments in Unity3D for use with the HTC Vive.
- Implemented support for full-body tracking with personalized avatars.
- Built circuits containing inertial measurement units, bend sensors, and Arduinos.
- Gained experience developing with the Unity3D game engine and C#.

### **Clustering Algorithm for the sPHENIX Collaboration – MIT**

*Summer 2016*

*Heavy Ion Group, Laboratory for Nuclear Science*

- Implemented a photon clustering algorithm (C++) for the sPHENIX collaboration.
- Designed cluster visualization software and user interface.
- Optimized algorithms previously used at the Large Hadron Collider for new detector hardware.

### **Event Generation & Jet Finding - Berkeley National Laboratory**

*Jan. 2015 - June 2016*

*Relativistic Nuclear Collisions Program*

- Built a toy model event generator (C++) for particle collisions at the Large Hadron Collider (LHC).
- Designed an analysis framework for identifying jets in both simulations and LHC data.
- Primary contributor to both the design and 3D-printing of the Event-Plane Detector (STAR collaboration).
- Optimized topological cuts for D0 meson decays detected at STAR.
- Official member of the ALICE and STAR collaborations.

### **Lattice Quantum Chromodynamics - Brookhaven National Lab**

*June 2015 - August 2015*

*Advised by Dr. Meifeng Lin*

- Employed novel lattice QCD techniques to compute the proton isovector scalar charge.
- Computed meson properties from sets of simulated gauge configurations.
- Studied modern methods for calculating nucleon form factors.

### **Nuclear Physics Research - UC Davis**

*August 2013 - August 2014*

*Advised by Profs. Manuel Calderon and Daniel Cebra*

- Computed first estimate for the systematic uncertainty of Upsilon polarization at CMS.
- Optimized effective signal of Upsilon produced at  $\sqrt{s_{NN}} = 200$  GeV in 2012 p-p STAR dataset.

### **Lead Tutor - Folsom Lake College Tutoring Center**

*August 2013 - May 2014*

- Lead tutor for Departments of Physics, Mathematics, and Chemistry.
- Held walk-in and private tutoring sessions daily.
- Organized class/group tutoring sessions weekly.

## ADDITIONAL SKILLS

<b>Programming Languages</b>	Strong proficiency: C, C++, Java, and Python (numpy, scipy, etc). Working proficiency: HTML/CSS, JavaScript, R, MATLAB.
<b>Linux</b>	Experienced with advanced BASH scripting and Unix customization. Primary distributions: Arch, CrunchBang, and Ubuntu derivatives.
<b>Miscellaneous</b>	Daily user of the TensorFlow and Keras libraries. Vim and $\text{\LaTeX}$ enthusiast – regularly write plugins/packages for both. Passionate learner – work through online courses & textbooks in spare time.

## NOTEWORTHY COURSEWORK

<b>Artificial Intelligence</b> Grade: A	Search algorithms, Markov decision processes and reinforcement learning. Overview of research topics in machine learning and deep learning.
<b>Machine Learning</b> Grade: A-	Classification, regression, density estimation, clustering, dimensionality reduction. Implemented all algorithms in <i>Elements of Statistical Learning</i> from scratch.
<b>Neural Computation</b> Grade: A	Sparse coding, RNNs, Boltzmann Machines, and dynamical models. Hebbian learning, autoencoders, and locally competitive algorithms.
<b>Data Structures</b> Grade Received: A	Designed text editor in Java supporting word wrapping, text selection, etc. Implemented web mapping application inspired by Google Maps.
<b>Adv. Linear Algebra</b> Grade Received: A	Emphasis on formulating proofs with advanced notation. QR factorization, rayleigh's principle, Jordan canonical form, etc.
<b>Quantum Computing</b> Grade Received: A	Emphasis on quantum computational algorithms and efficiency. Models for quantum error correction and complexity theory.
<b>Laboratory Experience</b> Grades Received: A, A	Hands-on preparation for experimental physics research. Data collection/analysis, equipment operation, and error analysis.
<b>Particle Physics</b> Grade Received: A	Feynman calculus, cross sections, decay rates, and fundamental interactions. Quantum field theory, gauge theories, symmetry breaking, and more.