Melissa Hazlewood

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Education

California State University, Long Beach (CSULB) *Graduated August 2021*
Computer Science, M.S. *GPA: 3.7*

University of California, Berkeley (UCB) *Graduated August 2017*
Physics, B.A. and Astrophysics, B.A.

Technical Skills

Languages	C, C++, Java, Python, MATLAB, HTML5, CSS, JavaScript, LaTeX, SQL
Libraries	NumPy, Pandas, TensorFlow, Keras, Scikit-learn, Matplotlib, jQuery
Operating Systems	UNIX, Mac OS X, Windows, Ubuntu

Experience

Computer Lab Technician, *California State Summer School for the Arts* *July 2022 - August 2022*
- Served nearly 300 artists as the program's first ever technology support specialist, finding solutions to any software or hardware problem, developing a ticketing system, and configuring all lab computers
- Increased automation in all aspects of the job; for example, Python scripting reduced one of the data entry tasks from multiple days to just minutes

Teaching Associate, *CSULB CECS Department* *August 2020 - December 2020*
- Designed and implemented lesson plans covering the second half of a two-part series of classes on discrete structures in computing, including number theory, cryptography, and linear algebra
- Developed problem sets and Python programming assignments in LaTeX, built rubrics, and graded all assignments

Research Assistant, *CSULB* *October 2019 - July 2020*
Intelligent, Secure, and Energy-Efficient Computer Systems (ISEC) Lab
- Supported the professor by reviewing and summarizing recent papers on the topic of machine learning for malware detection

Projects

World Helplines API *August 2022 - Present*
- Establishing a REST API for use by developers looking to more easily incorporate helplines into their products internationally with reliability, ideally improving access to mental health services everywhere

Android Application - The I'm Not OK Button *June 2022 - Present*
- Developing an application in Android Studio for individuals with depression; if struggling to reach out for help, the user can simply press a button to alert a saved contact with a stored message

Android Application - Let's Get Down to Quizness *June 2021 - July 2021*
- Built a quiz-taking application on Android Studio, using Java for the controller (the logic and component code), XML for the view (user interface layout and resources), and SQLite for the model (a database of users, quizzes, and some relevant statistics)
- Utilized responsive design elements like fragments and constraint layouts to provide a comfortable, useable experience on any screen size

Facial Recognition using Pre-trained Networks *March 2021 - April 2021*
- Used YOLOFace model to detect faces in a given picture and place a bounding box around each one
- Applied FaceNet model to cropped faces, outputting an embedding vector representation whose distance when compared to other images' embedding vectors measures the similarity in the constituent faces

LEGv8 - Processor Simulation in Verilog *August 2020 - December 2020*
- Modeled a processor with a simplified ARM instruction set architecture able to load, store, add, subtract, pass (through the datapath with no action), and apply logical operations to data
- Incorporated pipeline registers between processing stages (IF, ID, EX, MEM, and WB) to increase throughput