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++, C#, Java, Python, MATLAB, Fortran 77/90+, HTML5, CSS, JavaScript, LabVIEW, IDL, LaTeX, SQL

Libraries NumPy, Pandas, TensorFlow, Keras, Scikit-learn, Matplotlib, jQuery

Operating Systems UNIX, Mac OS X, Windows, Ubuntu

Experience

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

Embedded (In-class) Tutor, *Long Beach City College CS Department* *January 2019 - May 2020*

- Attended weekly Tutor Training Academy certification workshops that honed tutoring skills such as effective communication and how to foster a more equitable environment for all
- Improved student achievement by acting as a mentor and intermediary between the students and their professor during and outside of class

Makerspace Supervisor, *UCB Educational Technology Services* *November 2016 - December 2017*

- Established a training program for (while providing direct assistance and advice to) students with no 3D printing experience, significantly expanding the user base

Projects

Android Application - Let's Get Down to Quizness *June 2021 - July 2021*

- Developed 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