

# Michael Melesse

<https://github.com/micmelesse>

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609-455-0994

## *Education*

### **Princeton University**

Fall 2014-Spring 2018

Major: Computer Science B.S.E

Course work: Machine Learning, Computer Vision, Operating Systems,  
Algorithms and Data Structures, Systems Neuroscience.

## *Experience*

### **MedStar Health Research Institute**

Summer 2016

Summer intern

- Applied machine learning techniques to the analysis of eye-tracking data.
- Prototyped a website for internal use for detecting the similarities between the names of medication.

### **Berry Lab, Princeton Neuroscience Institute**

Summer 2015-Spring 2016

Lab intern

- Analyzed scientific data using MATLAB to look for evidence that supports specific models of neural networks
- Gave presentations based on scientific papers and literature reviews around specific subjects

### **Fine Hall, Lewis Science Library**

Spring 2014-Present

Library assistant

- provide information to and assist patrons
- perform closing procedures in the evenings

## *Skills*

Proficient in Python, C/C++, C#, Java and MATLAB/Octave.

## *Projects*

- Deep Q Network implementation with Tensorflow and ALE (Atari Learning Environment)  
[https://github.com/micmelesse/cos429\\_f17\\_final\\_project](https://github.com/micmelesse/cos429_f17_final_project)
- A framework for AI and Procedural Generation for the Unity Game Engine  
<https://github.com/Donut-Studios/AI-and-Procedural-Generation-Framework-for-Unity3D.git>

## *Extracurriculars*

### **Contact Crisis Hot Line**

Spring 2014-Present

Project manager, assistant trainer, volunteer

- Take calls and internet chats from people suffering from mental health issues.
- Assist with training, apprenticeship and recruitment of new volunteers.

## *Honors, Awards, and Accomplishments*

- CONTACT 2017 Volunteer Spotlight Award