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Michael Melesse

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https://micmelesse.github.io
https://github.com/micmelesse

Education

Princeton University Fall 2014 - Spring 2018
Major: Computer Science B.S.E
Courses: Algorithms & Data Structures, Machine Learning (ML), Computer Vision, Operating Systems, Systems Neuroscience.

Experience

MedStar Health Research Institute. Washington, D.C. Summer 2016
Software & ML Engineer intern

- Applied Machine Learning models to the analysis of eye-tracking data.
- Prototyped a website for internal use for detecting the similarities between the names of different medications.

Princeton Neuroscience Institute, Berry Lab. Princeton, NJ Summer 2015 - Spring 2016
Lab intern

- Analyzed scientific data using MATLAB, looking for evidence in support of a specific model of neural networks.
- Gave presentations on scientific papers and literature reviews.

Princeton University, Lewis Science Library. Princeton, NJ Spring 2015 - Present
Library assistant

- Log books using the Voyager circulation program and assist patrons.

Skills

Programming Languages: `Python, C, C++, Java, C#, MATLAB, JavaScript, HTML, CSS, SQL`.
Libraries: Tensorflow, PyTorch, sklearn, Numpy, Pandas.
Tools: AWS, Unity3D, Linux, Git.

Projects

- 3D reconstruction with Neural Networks
  `https://github.com/micmelesse/3D-reconstruction-with-neural-networks`
- Unity3D AI and Procedural Generation Framework.
  `https://github.com/Donut-Studios/Unity3D-AI-and-Procedural-Generation-Framework`
- Learning-to-Play-Video-Games-Using-Deep-Reinforcement-Learning
  `https://github.com/micmelesse/Learning-to-Play-Video-Games-Using-Deep-Reinforcement-Learning`

Volunteering

Contact Crisis Hot Line Spring 2015 - Present
Project manager, assistant trainer, volunteer

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

Honors, Awards, and Accomplishments

- CONTACT 2017 Volunteer Spotlight Award