

# Michael Melesse

<https://github.com/micmelesse>

[mmelesse@princeton.edu](mailto:mmelesse@princeton.edu)

609-455-0994

## *Education*

### **Princeton University**

Fall 2014-Spring 2018

Major: Computer Science B.S.E

Course work: Algorithms & Data Structures, Machine Learning, Computer Vision,  
Operating Systems, 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 different medications.

### *Berry Lab, Princeton Neuroscience Institute*

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

### *Fine Hall, Lewis Science Library*

Spring 2014-Present

Library assistant

- check in and out books using the Voyager Circulation program and assist patrons

## *Skills*

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

## *Projects*

Present Project: 3D reconstruction with neural networks

Past 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