

Education

Princeton University

Fall 2014 - Spring 2018

Major: Computer Science B.S.E

Courses: 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.

Princeton Neuroscience Institute, Berry Lab

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

Lewis Science Library, Princeton University

Spring 2015 - Present

Library assistant

- Log books using the Voyager circulation program and assist patrons

Programming Languages

Proficiency in descending order Python, C, C++, Java, C#, MATLAB, JavaScript, HTML, CSS

Projects

- 3D reconstruction with neural networks
<https://github.com/micmelesse/3D-reconstruction-with-neural-networks>
- Deep Q Network implementation with Tensorflow and ALE (Atari Learning Environment)
<https://github.com/micmelesse/Deep-Q-Network-implementation>
- 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>

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