

Michael Melesse

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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

Machine learning 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

Research assistant 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, Fine Hall

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

- 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 2014-Present

Project manager, assistant trainer, volunteer

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

Honors, Awards, and Accomplishments

- CONTACT 2017 Volunteer Spotlight Award