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
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

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 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