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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 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 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 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, scikit, Numpy, Pandas.
Tools: Git, Linux, Unity3D.

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