



Michael Woods

San Francisco, CA ♦ (856) 577-9182
mikeswoods@gmail.com

EDUCATION	Master of Science in Engineering, Computer and Information Science University of Pennsylvania Jan. 2012 – May 2015
	Coursework in machine learning, computer vision, physically-based rendering, and computational linguistics
	Bachelor of Science, Computer Science (cum laude) Rutgers, the State University of New Jersey Jan. 2003 – May 2007
WORK EXPERIENCE	Yelp, Inc. Software Engineer San Francisco, CA Sept. 2015 – Present
	Abramson Cancer Center, University of Pennsylvania Application Developer Philadelphia, PA Nov. 2010 – May 2015
	<ul style="list-style-type: none">• Created the first iteration of the Abramson Cancer Center Applied Research Database (ACCORD), a unified clinical and research data aggregation platform that simplified the day-to-day data management and analysis tasks of cancer researchers.• Wrote an interactive data exploration tool that allowed non-technical staff to create, save, and transform database queries and reports via a simple, responsive web interface.
	AmeriFlex Software Developer Mt. Laurel, NJ Apr. 2010 – Nov. 2010
	<ul style="list-style-type: none">• Created and maintained a number of in-house tools that automated many of the tedious and error-prone tasks conducted daily by business staff.• Reverse engineered and subsequently rewrote an undocumented proprietary ACH payment processing system critical to the functioning and profitability of the business.
	New Jersey State Parole Board Software Developer Trenton, NJ June 2007 – Apr. 2010
	<ul style="list-style-type: none">• Developed an innovative, public-facing geographic parolee search tool with an integrated absconder tip submission interface. With the help of the public, a number of useful tips were received by the tool that led to the apprehension of fugitive parolees.
PROJECTS & PORTFOLIO	See http://www.mikewoods.io
PROFESSIONAL INTERESTS	Python, C++, Haskell, functional programming, type systems, machine learning, data visualization, natural language processing, computer vision, raytracing, OpenGL/shaders, procedural generation, computational biology and simul