M. Elijah Wangeman
Computer Scientist

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ABSTRACT

Curious, adaptive, and excels at communication. Excited for an opportunity to gain experience and learn at the forefront of scientific discovery and to meet new mentors and peers.

EXPERIENCE

JAN – MAY 2024 (PROJECT)

Rochester Institute of Technology
Fabricating Graphene Transistors (PHYS/MCEE-789)

Gained hands-on experience in nanotechnology, focusing on physics and applications of emerging nanomaterials like graphene. Involved in preparation, synthesis, and characterization of 2D materials and fabrication of nanoelectronic devices. Fabricated graphene transistors, utilizing techniques such as optical spectroscopy, electron and scan probe microscopy, and device fabrication processes. Enhanced skills in nanomaterials handling and device engineering, understanding their potential in revolutionizing nanoelectronics and optoelectronics.

AUG – DEC 2022 (FULL TIME)

TEOCO
Full Stack Software Engineer

Worked 45 hours a week as a junior developer helping to bring an Angular SPA product to release. Used Conductor to produce bulk data analysis for the back end. Followed an Agile approach to bringing a Kendo UI based corporate data management application to customer readiness. Industry experience with C#, Java, Typescript, & scrum collaboration.

SEP 2019 – FEB 2020 (RESEARCH)

Galactic Variables and Their Correlations to Hosted Supermassive Black Hole (SMBH) Masses
Computational Astrophysics Research

Using Python and .csv files to identify trends in the (efficiently) observable variabilities in spiral galaxies and build a model to predict the mass of SMBH's based upon resource-light and accessible variables (as opposed to stellar velocity dispersion or simulation), and illustrate the potential for automating this task.

SKILLS

Collaboration & Communication

Most comfortable in teams working with and around people. Effective at communicating concepts across disciplines. Very fast and competent reader (800 wpm), even in complex topics. 3 years Chinese, 1 year Arabic & ASL.

Academic Breadth

A unique mix of computational, physics, & liberal arts courses and accomplishments allow novel insights. Projects spanning mechanical & quantum computing, functional programming, linguistics, embedded & full stack software engineering, machine learning, & more.

OBJECTIVE

Research as a computer scientist with an emphasis in quantum & materials physics, available May – August 2024.

EDUCATION

2020 – 2025 **BSc Computer Science**
Quantum & Philosophy Minors
Rochester Institute of Technology

HONORS

2020 – 2024 **RIT Presidential Merit Scholarship & Dean's List**
Rochester Institute of Technology

2022-24 **Philosophy Club Treasurer**
Rochester Institute of Technology

OCT 2020 **Eagle Rank**
Earned bronze palm and performed hundreds of hours of community service.
Scouts BSA, Catalina Council, Troop 115

MAY 2020 **AP Scholar with Honor**
Excelled on 11 AP Exams and scored 99th percentile on SAT (1510) and ACT (35).
Collegeboard

MAR 2020 **Astronomy Achievement Award, Original and Creative Problem Solving in Mathematics, Excellence in Earth and Space Science, et al.**
Computational Astrophysics Research
Southern Arizona Research, Science, and Engineering Foundation

FEB 2020 **Junior Science and Humanities Symposium at ASU**
Invited to present astrophysics research at youth research conference

EXPERTISE

LANGUAGES	Rust, C, Java, Python, Julia, Haskell, SQL, HTML5, CSS, Bash, Type & JavaScript
TOOLS & SYSTEMS	OS X, Vim, Linux, Git, LaTeX, Windows, Adobe Suite, Blender
GENERAL	Public Speaking & Presentation, Academic & Technical Writing, SMT Soldering & PCB Design