

Nasheath Ahmed

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Education

BROWN UNIVERSITY

GPA: 3.90/4.0

B.S. in Computer Science – Expected May 2022

A.B in Biology – Expected May 2022

Pre-Medical Track

RELEVANT COURSES: Introduction to Object-Oriented Programming, Data Structures and Algorithms, Introductory Calculus, Chemistry(Equilibrium, Rate, and Structure), Genetics, Introduction to Computer Systems, Practical System Skills

CURRENT SPRING COURSES: Data Science, Introduction to Software Engineering, Organic Chemistry I, Statistical Methods, Linear Algebra

Professional Experience

Artificial Intelligence at Brown's Center for Biomedical Informatics, Providence, RI, Sept 2019 –January 2020

- Worked on Deep Learning Algorithm that would automate the Readmission Prediction of patients' electronic health record using RNN's and CNN's in a Keras framework API in Python.
- Word Embedding on unstructured patient data to understand multi-word and multi-sentence patterns within our model.

Undergraduate Machine Learning Researcher at Samuel Cho Spine Laboratory, New York, NY June 2019 –Sept. 2019

- Clinical Research in the Orthopedic field with focus on CT and MRI scans
- Worked on CycleGAN machine learning algorithm to convert thousands of CT scan images into MRI scans which utilizes Pytorch framework in Python
- Worked on feature extraction using pre-trained convolutional networks
- Developed skills in Convolutional Neural Networks and Image Preprocessing using Python
- Conducted research into clinical applicability of the conversion of CT images and various algorithms to help solve for the conversion
- Worked on creating segmentation masks of spine X-rays for Lumbar Fusion project

Instructor at Khan's Tutorial, Astoria, NY August 2017 – Aug. 2018

- Instructed Kindergarten to 6th grade students in Common Core Mathematics and ELA
- Instructed 7th and 8th graders in preparing for the SHSAT examination

Relevant Projects

DECISION TREE, Brown University, Providence, RIMar. 2019

- Java implementation of the id3 algorithm which generates a decision tree based on training data and can be used to test its accuracy on testing data.

SHELL Brown University, Providence, RIOct. 2019

- C implementation of interactive shell with built-in commands and system call implementation through string parsing.

FARMULATOR, Brown University, Providence, RIMay. 2020

- Java implementation of a full-stack farming simulator game using Spark and SQLite.
- Worked on the backend and all the database queries as well as the connection between the front-end and the back-end.

Leadership & Volunteer Experience

Youth Justice Board, New York, NY Sep. 2017 – May 2018

- Facilitator and advocate in the reforms of the homeless youth in the city of New York
- Assisted in creating reform efforts for the policies pertaining to homeless youth through group presentations and focus groups

Achievements

Finalist in New York Business Plan Competition, Bronx High School of Science, NY June 2017

- Formulated and developed a Business Plan where it was presented to various entrepreneurs
- Competed against 700 other students and over 180 teams and placed in the top 7

Skills & Interests

COMPUTER: Beginner: UNIX, Bash, HTML, CSS, C++, x86 Assembler Language, JavaScript

Intermediate: Java, Python, JavaFX, Pytorch, Keras, C

INTERESTS: Orthopedics, Machine Learning, Software Development,Neurology, Cell Biology, Cancer Research, Bash Scripting, Computational Biology, Genetics, Stocks and Investment, Compilers, Operating Systems, Graphic Design