

Noah Hirsch

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Education

The University of Chicago

September 2015 – June 2019

- BS in Computer Science + Minor in Statistics
- GPA: 3.4 | Dean's List 2016 – 2018
- ACT Score: 35 / 36
- Trott Business Program: Trading Concentration
 - Accepted into selective, markets-focused program to build business acumen
- Key Coursework:
 - CS: Algorithmic design & optimization, computer networking, graphical rendering
 - STAT: Regression & model analysis, categorical data analysis

Work Experience

JPMorgan | Software Engineering Intern | Equities Executions Team

Summer 2018

- Worked on electronic trading infrastructure hygiene tool
- Developed new features to investigate potential health issues using **Java**, **Angular**, **MariaDB**
- Identified massive licensing overstatement which will reduce costs

Versatile Capital Management | Data Analyst

March 2017 - Present

- Creating models to backtest various alternative-weighting ETF investment strategies
- Determined ideal weighting and lookback period for 5-factor momentum strategy
- Working with **Python** and **R**

BGC, Cantor Fitzgerald | Data Quality Analyst

Summer 2016

- Developed **R** scripts to detect data quality issues within BGC's fixed income datasets
- The identification of problematic data points has allowed BGC to better investigate their source
- Helped increase the value of BGC's datasets

Research & Projects

Toyota Technical Institute of Chicago | Undergraduate Researcher

January 2018 - Present

- Researching autonomous driving protocols using the Duckietown platform
- Compared safety metrics of various fleet-wide incident broadcasting techniques
- Enhancing lane-detection RNN of the **Python** ROS powered bots

UChicago SUPERGroup | Undergraduate Researcher

December 2017 - Present

- Working on automating internet privacy decisions retrospectively
- Currently scraping user data from Facebook using **Python**
- We hope to identify privacy predictors and apply them with ML; Presenting at SOUPS 2018

OpenGL Graphical Rendering Suite

January 2018 - Present

- Expanded on project for CMSC 23700: Computer Graphics
- Added features include: Stencil shadowing, dynamic LOD terrain, and normal mapping
- Suite is written in **C++** and uses GLFW for window connection

UChicago Economics Department | Undergraduate Researcher

January 2017 – March 2017

- Researched computational game theory by building simulation in Qt extended **C++**
- Simulates stochastic game outcomes between two players

Languages & Skills

Proficient: **Python, C, R, MariaDB, OpenGL, Excel**

Some Experience: **Java, C++, JS, Angular, Scheme, Google Cloud Platform**