Nicholas Chernogor

347-757-1508 ▪ nac86@cornell.edu ▪ New York, NY
linkedin.com/in/nicholas-chernogor ▪ nickchernogor.github.io ▪ https://github.com/nickchernogor

EDUCATION

Cornell University, College of Arts & Sciences - Ithaca, NY **August 2021 – December 2024**
Bachelor of Arts, Double Major in Computer Science and Linguistics

- **GPA**: 3.88
- **Honors and awards:** Tanner Dean's Scholar, Dean's List (Fall '21, '22, '23, Spring '22, '23)
- **Relevant coursework**: OO Programming & Data Structures ▪ Discrete Structures ▪ Probability & Stats ▪ Algorithms ▪ Functional Programming ▪ Computational Linguistics I, II ▪ Natural Language Processing ▪ ML ▪ AI Practicum
- **Extracurriculars**: *Cornell Undergrads in Linguistics* (President), *Redbud Cooperative* (Social Chair)

EXPERIENCE

Software Engineering Intern **June 2024 – August 2024**
Scholastic

- Followed Agile Scrum methodology for 4 Sprints as part of Enterprise Content Management Systems team
- Leveraged Java with Maven, Spring Boot, and Hazelcast to add template feature to digital asset management REST service, streamlining image upload process and utilizing caching for program efficiency
- Implemented JUnit Testing with Mockito and acceptance tests using Cucumber to ensure code correctness

Teaching Assistant | CS 4300: Language and Information **January 2024 – May 2024**
Cornell Ann S. Bowers College of Computing and Information Science

- Mentored students individually and in groups at weekly office hours, helping with Python programming and final projects incorporating information retrieval, sentiment analysis, social analysis of text, and machine learning
- Assisted in creation and grading of course assignments for class of 200+ students in weekly staff meetings
- Facilitated in-class activities during lectures 2x/week, answering questions on ML concepts and algorithms

CIS Undergraduate Researcher **May 2023 – December 2024**
Cornell Ann S. Bowers College of Computing and Information Science

- Collaborating with Prof. Cristian Danescu-Niculescu-Mizil in Natural Language Processing research group to further a conversation-forecasting project predicting antisocial comments in Reddit and Wikipedia discussions
- Developing (full-stack) interactive webpage using HTML/CSS, Javascript, and PHP, facilitating data collection of 350+ responses to antisocial behavior prediction exercises, and storing results in SQLite database
- Leveraging Python with Jupyter notebooks for data analysis of web game results, producing clear data visualizations

Nexus Scholar Research Assistant **May 2022 – July 2022**
Cornell University College of Arts & Sciences

- Selected for inaugural cohort of full-time research program as one of 50 participants from pool of 320 applicants
- Researched Cayuga language morphology/revitalization and processed educational data into web-friendly formats
- Gave UX feedback on in-development Java and HTML Cayuga-English online dictionaries

PROJECTS & PUBLICATIONS

Codename Conjurer AI | *Python, HTML, CSS, JavaScript/PyScript* **September 2024 - December 2024**

- Developed application for playing Codenames board game with AI that suggests hints, working in a team of 2
- Finetuned pretrained GloVe embeddings, incorporating word association data for improved performance

How did we get here? Summarizing conversation dynamics (co-author) **June 2024**
In proceedings of NAACL 2024 Main Conference (acceptance rate 23%)

- Defined new annotation task and produced 50 human-written summaries which enabled 300%-faster human predictions for conversation outcome and were used to train GPT-3.5 on the summarization task

Data Analysis and Visualization of Survey Respondents | *Python* **December 2022**

- Conducted sociolinguistic survey of 38 students via Qualtrics, investigating language use and community
- Analyzed data, generating graphs and color-coded directional networks for digestible presentation of results

Image-generating Pomodoro Productivity Timer | *OCaml* **September 2022 – December 2022**

- Collaborated in a team of 4 developers using a Git repository to write program of 1600 lines of code
- Developed graphical user interface which generated art and animations, including an adjustable settings menu
- Regularly communicated with project manager to update on progress and seek out advice and input

SKILLS

- **Programming Languages**: Python, Java, HTML/CSS, Javascript, OCaml, C, PHP
- **Tools**: Git, GitHub, Apache Maven, Visual Studio Code, Jupyter, Atom, Eclipse, IntelliJ, Cucumber, Hazelcast
- **Libraries/Frameworks**: Spring Boot, JUnit, Mockito, Matplotlib, NumPy, pandas, PyTorch, SQLite