Nathalie Redick

United States & Canada

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EDUCATION

McGill University (3.71 / 4.00)

Montreal, QC | Sep. 2019 – May 2023

 B.A. in Computer Science with a Minor in Earth & Planetary Sciences & a Supplementary Minor Concentration in Computer Science.

SKILLS

Programming Languages: Python, C++, C, Java, R, Julia, MATLAB, HTML/CSS, OCaml, MIPS Assembly. **Tools**: Git, Unix, 上下上X, Jupyter, AWS EC2, VS Code, QGIS, ArcGIS Pro, Microsoft Office Suite, Windows, MacOS. EXPERIENCE

Data Science Intern @ Esri

Remote | May 2022 - Aug. 2022

- Implemented an automated workflow for updating national hydrography datasets using Esri's Multi-Task Road Extractor deep learning model.
- Improved the baseline ML model by designing new input image layers & geomorphological indicators.
- Improved the baseline model by 4% accuracy to 96.3% accuracy and 0.85 MIOU by designing new input image layers & geomorphological indicators.

Software Development Consultant @ *Redbud Development*

Wilton, NY | Jan. 2020 - May 2021

- Designed & built a macOS desktop app in Python that is used to process project budget data for clients.
- Implementing the app into the workflow reduced proposal creation time by 95%.

Software Engineering Intern @ Blue Spiral Interactive

Saratoga Springs, NY | May 2019 - Aug. 2019

- Strengthened in-house marketing analysis software by working with a team to build a RESTful API for accessing & visualising marketing data.
- Individually developed a pipeline in Python to standardise 10GB of NYS voter registration data to map on QGIS; map was designed to advise a spatially-informed political campaign strategy.
- Taught myself Python, Git, & QGIS over the course of the internship. I also gained experience with parallel computing, reducing execution time by 97%.

PROJECTS

U-Net Tool For Geospatial Analysis | *Interdisciplinary Research*

Sep. 2022 – Present

- Collaborating with Dr. Matthew Tarling to implement a U-Net image segmentation model that can be used by researchers to analyze geospatial problems.
- Our objective is to create a tool that can be used by anyone, regardless of their technical background.

Using Machine Learning to Identify Landslides | Interdisciplinary Research

May 2021 – Presen

- Independently designed a research project to implement an image segmentation ML model to identify landslides using new geological and physical indicators.
- Collaborating with the CGS to implement new methods into the landslide identification workflow & to improve the performance of the model.
- Current interation of the model boasts 95.3% accuracy & a loss of 0.19.

EXTRA-CURRICULARS

Member | *McGill Artificial Intelligence Society*

Sep. 2022 – Present

- Participated in monthly discussions on AI, attended workshops, & participated in other events.

Vice President Communications | The Monteregian Society at McGill University

Sep. 2020 – Present

- Managed communications for the undergraduate student council for Earth & Planetary Sciences.
- Designed & built the council's website to host student resources, events, & other information.

AWARDS

- Awardrd both Best Design & Most Fun & Creative hack, leading a team of 3 to design a COVID-19 spoof of Pac-Man WebGL game using Unity Game Engine, competing against 332 participants at McHacks9.
- Won **Best AI Hack for Art** against 111 participants at MAIS Hacks 2021 for MAISpeare, a LSTM-driven web app that generates a poem from any image.
- Awarded Best Overall Hack in my first hackathon at MAIS Hacks 2020 by leading a team against 115
 participants to create a XGBoost-driven web app that predicts a user's MBTI Personality Type based on their
 Tweet data.

Geotop 2021 Scholarship Competition (\$1500)

Geotop | 2021

Alma Mater Scholarship (\$3000)

McGill University | 2019

Stat Staff Professionals Computer Science Scholarship (\$1000)

Saratoga Springs High School | 2019

Last updated: October 25, 2022