Oren Shoham

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Education

**Oberlin College** Fall 2010 – Spring 2014

B.A. in Computer Science

GPA – Overall: 3.65 / Computer Science: 3.75

Relevant Courses: Data Structures, Programming Abstractions, Algorithms, Discrete Mathematics, Game Design, Artificial Intelligence, Theory of Computation, Computer Organization, Systems Programming, Information Theory, Cryptology, Human Computer Interaction

Skills

**Programming:** Java, Python, C, Ruby on Rails, HTML, CSS/Sass, Javascript, C#, LaTEX

**Tools:** Windows, Mac OS X, Unix, Unity 3D, Vim, Git, R, SQL

Awards and Honors

**Nu Rho Psi:** National Honor Society in Neuroscience, Oberlin College Spring 2013 – Present

Experience

Co-founder/Developer, LabRats (Startup Project) Summer 2013

* + Developed a note-taking application intended to allow scientists to digitize their lab notebooks and easily manage, share, and review experimental data.
  + Worked with a team of 4 in a full-stack development role using Rails, Backbone.js, RSpec, and Jasmine.
  + Gained experience with the technical and business challenges of getting a startup off the ground.
  + Received an honorable mention from the 2014 Oberlin College Launch U Startup Accelerator Program.

OWLS Leader, Oberlin College Fall 2013

* + Ran bi-weekly Oberlin Workshop and Learning Sessions (OWLS) for the Fall 2013 Introduction to Algorithms course along with a co-instructor.
  + Facilitated peer-to-peer learning sessions in which students worked collaboratively to improve their understanding of algorithms topics such as greedy algorithms, dynamic programming, network flows, and computational complexity.

Web Development, oprestissimo.com/Oberlin College Summer 2013

* + Worked as part of the development team for Prestissimo, a student-created Ruby on Rails search engine for the Oberlin College course catalog
  + Added several features to Prestissimo’s front-end using HTML, CSS/Sass, Javascript, and Ruby.
  + Wrote shell scripts and Rake tasks for updating and maintaining the site’s MySQL database.
  + Improved the functionality and design of the search interface.

Neuroscience Research, Oberlin College Spring 2013 – Present

* + Worked in Prof. Michael Loose’s research lab studying decision making in two-choice gambling tasks using EEG data and mathematical modeling.
  + Participated in the deisgn and execution of several behavioral experiments.
  + Analyzed behavioral data using a version of the Drift Diffusion Model and an artificial neural network.

Game Design, Oberlin College Fall 2012

* + Created an action/puzzle game called R.G.B. in Unity3D as part of a 4-person team.
  + Implemented AI behavior, in-game physics (e.g. collision detection), and user interfaces using C#.

Computer Science Department Grader, Oberlin College Fall 2012

* + Graded for Introduction to Algorithms (CS 280), which covers topics such as greedy algorithms, dynamic programming, network flows, computational complexity, and approximation algorithms.
  + Analyzed 20+ students’ algorithms and proofs, providing constructive, detailed feedback regarding algorithm design and proof techniques.