Peter Munn

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EDUCATION

CORNELL UNIVERSITY
BA, Computer Science
3.6 / 4 GPA
Sept. 2018- May 2021
Milstein Scholar

PHILLIPS ACADEMY ANDOVER
Sept. 2014- June 2018
Cum Laude

SKILLS

PROGRAMMING
Python (Proficient)
Java (Proficient)
C (Experienced)
OCaml (Experienced)
ARM Assembly (Experienced)
JavaScript (Learning)

SOFTWARE
Flask • PyTorch
Jupyter • Mathematica

LANGUAGES
Native or bilingual proficiency
Spanish• Portuguese • German
Elementary proficiency
Mandarin (3 years of study)

HONORS & AWARDS

DEAN'S LIST
Cornell- Fall 2020
Awarded to students with exemplary academic records

TAPIA 2020 AWARD
Cornell- August 2020
Awarded funding to attend 2020 ACM Tapia Computing Conference

MILSTEIN SCHOLAR
Cornell- May 2019
One of 25 students in inaugural class of Milstein Program in Humanity and Technology

COMMUNITY ENGAGEMENT LEADERSHIP AWARD
Phillips Academy- June 2018
Given for excellence in leading a community service program

EXPERIENCE

SOFTWARE DEVELOPMENT ENGINEER I @ Amazon
Jul. 2021 - Current
- Engineered solutions for streamlining the chargeback process in the payment risk engineering space

ML RESEARCHER @ McMahon Lab for Quantum Computing
Aug.- Dec. 2019
- Developed PyTorch model for simulated physical computer (Coherent Ising Machine)
- Implemented differential equation-based neural networks for linear regression

CIRCUIT ENGINEER @ Cornell University Physics Lab
Aug.- Dec. 2019
- Designed circuit for experimental sound laser
- Used function generator and oscilloscope to project any sound frequency in collimated beam, effectively a "sound laser"

SOFTWARE MARKET ANALYST @ Canto Software
May- Aug. 2019
- Compiled report on digital-asset-management software market trends using 40+ unique sources including competitor infiltration
- Presented findings to 30 person office, material now used by sales team

PROJECTS

OBSTACLE DETECTION HAT Aug. 2019- Dec. 2020
- Designed hardware and software for hat that detects obstacles in 60° arc ahead of user
- Managed market research team to interview people with low-vision (milstein-program.as.cornell.edu/h-t-seeing-sound)

MULTIPLAYER ONLINE GAME Jul. 2020-Sept. 2020
- Developed probability algorithm based on client-sided known and unknown variables
- Developed algorithm to dynamically change and sync client-sided UI (github.com/CodingPerudo)

ONLINE ORBIT SIMULATOR Jun. 2020
- Designed JavaScript orbit simulator using differential equations and Newtonian physics
- Implemented collisions, gravitational force, and dynamic resizing (petermunn.me/gravitygame/ball_game.html)

RELEVANT COURSEWORK

COMPUTER SCIENCE
- Language and Information
- Intro to Analysis of Algorithms
- Foundations of Artificial Intelligence
- Operating Systems
- Embedded Systems