

Palmer Paul

Undergraduate Student

palmerpa@seas.upenn.edu

Experience

Software Engineering Intern at Sefaria

May 2016 - July 2016 (3 months)

Education

University of Pennsylvania

Bachelor of Science in Engineering (BSE), Computer Science, 2016 - 2020

Abraham Joshua Heschel School

High School, 2012 - 2016

Activities and Societies: Student Admissions Representative, Captain and Co-founder of Computer Science Club, Captain of Engineering Club, Co-captain of Math Team, Co-captain of College (Quiz) Bowl.

Skills & Expertise

Python

JavaScript

OCaml

Java

Django

Computer Vision

Web Development

Node.js

PhoneGap

CoffeeScript

jQuery

HTML

CSS

Software Development

Adobe Photoshop

Adobe Illustrator

Languages

English

Hebrew

(Limited working proficiency)

Yiddish

(Elementary proficiency)

Honors and Awards

1st Place, High School Division

Technion Jewish Day School Innovation Challenge

April 2016

Designed a Rube Goldberg machine as part of a team. Compiled and edited footage of each step of the machine into a video.

AP Scholar Award

Advanced Placement

2016

Test Scores

AP Computer Science A

May 2016 Score:5

AP Calculus BC

May 2016 Score:5

Courses

Bachelor of Science in Engineering (BSE), Computer Science

University of Pennsylvania

Beginning Yiddish I

JWST 031

Multivariable Calculus

MATH 114

Philosophy of Physics

PHIL 425

Programming Fundamentals I

CIS 120

Mathematical Foundations of Computer Science

CIS 160

Projects

Processing Mobile

May 2015 to August 2015

Members:Palmer Paul

Wrote and maintained a library for the Processing.js programming language that extended the language with support for touch events and exposed the values of various mobile device sensors. Presented a demonstration on how to use the library at a conference at NYU ITP.