

RIKI FAMELI

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Education

Brown University

Class of 2023 | A.B. Computer Science

Coursework: Accelerated Intro to CS, Software Engineering, Data Fluency, Discrete Math, Artificial Intelligence

Experience

Brown University Computer Science

Undergraduate Teaching Assistant - cs0111 Computing Foundations: Data | Sep 2021 - Present

- Assisted teaching staff in creating course content for an introductory course of 200+ undergraduates

Brown University Center for Computation and Visualization (CCV)

User Services Intern | Feb 2021 - Aug 2021

- Serviced **over 100 tickets** for creating user accounts, accessing software, updating privileges, and more
- Developed an automation script in **Python** that utilizes **Selenium WebDriver** to open a browser and assign privileges through various web interfaces
- Worked in **Linux/Unix** to establish user groups and privileges for CCV's supercomputer

Projects

Tron Bot

Python, Numpy | October - December 2021

- Worked with a partner and implemented the **alpha-beta pruning algorithm** with a depth and time cutoff and a relevant breadth-first search-based **Voronoi heuristic** within Python
- Iterated over several variations to achieve a **win rate above 70%** against an opposing bot that also utilized an alpha-beta cutoff and Voronoi heuristic

JournalTexter [repo]

Java, React.js, SQLite3, Spark | March - May 2021

- Worked in a team of 4 to develop a journalling web application that allows users to respond to predetermined questions to stimulate their writing
- Personally laid out database design and handled all backend interactions with **SQLite** databases
- Implemented **word count vectorization** to suggest questions based on tags within a user's writing
- Helped to design a front end UI in **React.js** based on user feedback and parsed data on the back end using **Java** and **Apache Spark**

Google Maps Clone

Java, React.js, SQLite3, Spark | February - April 2021

- Worked with a partner to construct an interface in **React.js** that allows for **zooming and panning** on a map using HTML canvas
- Implemented the **A* search** algorithm to display the fastest routes based on a provided **SQLite** database
- Utilized caching on both the frontend and the backend to reduce loading times by several minutes using **Google Guava** and **Javascript**

Socky [repo]

Python, Pygame | December 2020 - January 2021

- Developed a short 2D collecting game using Python's **Pygame** library as a final project for CS50x Introduction to Computer Science

Skills & Interests

Programming

Java (proficient), Python (proficient), SQLite (proficient), Git (proficient), HTML/CSS (proficient), Javascript (intermediate), React.js (intermediate), Django (intermediate), C (prior experience), R (prior experience)

Software

Adobe Illustrator (proficient), Photoshop (intermediate), InDesign (intermediate)

Interests

Aerial arts (Treasurer of Brown Aerial Arts, co-head of Iyra team), ballet, hip hop dance, calisthenics, wrestling