Rachel Groberman | rachelgr@mit.edu

410 Memorial Drive Cambridge, MA 02139 ● (323) 394-8643 ● https://www.linkedin.com/in/rachelgroberman/

EDUCATION

Massachusetts Institute of Technology (MIT)   Cambridge, MA
Candidate for Bachelor of Science in Computer Science and Engineering   June 2020
Los Angeles Center for Enriched Studies (LACES)   Los Angeles, CA
Class Valedictorian (GPA: 4.6/4.0   SAT 2300, SAT Math2 800), National Merit Finalist, National AP Scholar Jun 2016

SKILLS

Python, Java, C++, C#, HTML, Ruby on Rails, React JS, Postgres, Unity, Swift, ROS, OpenCV, ARKit, Excel

TECHNICAL EXPERIENCE

Walt Disney Studios   Los Angeles, CA
Intern, Deep Learning   Jun 2018 – Aug 2018
- Developed a cross platform augmented reality application that displays Disney characters who are able to interact with a user based on their emotions
- Trained a sentiment analysis model for identifying character's response to user input
- Used the Disney People API and Kairos facial recognition to build a wearable that identifies people in real time
- Designed and prototyped a hologram display for the press premiere of Christopher Robin

Nordstrom   Seattle, WA
Intern, Emerging Technologies   Jan 2018 – Jun 2018
- Utilized new Amazon Web Service, App Sync, to create a push-based and dynamic user interface that reflected real-time changes in the retail data stream
- Transitioned into a technical PM role, managing a remote team of MIT interns contributing to the Nordstrom open source project, Hello Retail

Privy, Inc   Boston, MA
Intern, Software Engineer   Jun 2017 – Aug 2017
- Built contact syncing integrations for iContact and other ESPs using the developer API
- Developed two systems for admins and customers to keep track of contact downloads

i.am+   Los Angeles, CA
Intern, Artificial Intelligence   Jan 2017 – Feb 2017
- Created an AI model for a fitness tracker application to be featured on the TV show "Planet of the Apps"
- Successfully presented and demonstrated application to will.i.am and the "Planet of the Apps" team
- Designed and conducted experiments to capture user intents to train AI model

Render Media   Los Angeles, CA
Social Media Data Analyst   Jun 2014-Aug 2017
- Performed statistical analysis for websites managed under Render Media
- Designed multimedia content using iMovie and Photoshop that average 50,000 views

Fluid Interfaces Group, MIT Media Lab   Boston, MA
Undergraduate Researcher   Nov 2016 – Dec 2016
- Worked on a time travel Virtual Reality experience using the Google Tango devices

NOTABLE HACKATONS

Square Hackathon Winner 2018 *(Square Forward)*- Programmed an integration into Square that enabled small businesses to round up transactions with the remainder going to charities, nonprofits, or towards a "pay it forward" campaign
Intel Hacks Ideas Finalists 2017 (*MedMinder*)- Created an IoT pillbox for prescription management
Amazon Alexa Hackathon 2017(*MIT Classes)*- built an app with the ability to translate from MIT class numbers to class names as well as look up information about faculty and MIT students
MakeMIT Top Ten Projects 2017 *(Keyper)*- increased the level of security on voice recognition technology by using Microsoft's Cognitive Services API and a Nvidia Jetson TX1 to add face recognition to an Amazon Alexa
Connected Care Hackathon 2017 *(Assure)*- built wearable for the elderly that conducts indoor localization based on Wi-Fi RSS measurements; wearable also had an emergency alert button, fall detection, and a corresponding IOS app

LEADERSHIP EXPERIENCE

TravlerPack   Boston, MA
Co-founder   Oct 2016 – current
- Designed, manufactured and distributed 600 TravlerPacks featured by AP, CBS News, ABC News, NBC News, LA Times, MIT News, and recognized by Chelsea Clinton through the Clinton Global Initiative Program

TechX   Boston, MA
Director, ProjX   Apr 2017 – current
- Provided funding and technical mentorship to early stage MIT start ups