Rachel Naidich

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EDUCATION

STANFORD UNIVERSITY
B.S. Computer Science
2019-2023 | Stanford, CA
Coursework:
- Programming Abstractions
- Computer Organization and Systems
- An Intro to Making: What is EE
- Principles of Computer Systems
- Probability for Computer Scientists
- Design and Analysis of Algorithms
- Social Computing
- Mathematical Foundations in Computing
- Artificial Intelligence: Principles and Techniques
- Great Discoveries and Inventions in Computing

TJHSST
Thomas Jefferson High School for Science and Technology
2015-2019 | Alexandria, VA
Coursework:
- Artificial Intelligence 1 + 2
- Computer Vision 1 + 2
- Parallel Computing 1 + 2
- Mobile App Development
- Web App Development
- Multivariable Calculus
- Linear Algebra
- Mobile/Web App Dev Research

SKILLS

Programming Languages
Java, C#, HTML, CSS, bash, Python, Javascript, C++, C

Tools
Node.js, React, jQuery, SQL, Electron, Git, Bootstrap, Vue.js, AWS, Unity Game Engine, Oculus Rift, Google Cardboard, Android Studio, OpenCV, MATLAB, Arduino, Soy, Google Analytics

AWARDS

- International Science and Engineering Fair 4th Place (2019)
- Conrad Challenge National Top 5 (2018)
- Regeneron Science Talent Search National Scholar (2018)
- Congressional App Challenge Winner (2017)
- NCWIT National Aspirations in Computing Award Top 41/3600+ (2018)
- Built By Girls Competition National Top 5 (2017)

EXPERIENCE

NEUROCOACH | Software Engineer | 2020 - Present
- Full-stack web developer working in the Stanford University School of Medicine on **Neurocoach**, a digital health platform to aid neurological recovery for therapists and patients. Currently conducting a clinical study on patient recovery.

VANGUARD | Software Engineering Intern | Summer 2020
- Investment Management Fintech Strategies team - developed internal dashboard that displays financial data and metrics for Vanguard's investment management teams. Used several AWS services including Lambda APIs, Athena, Glue, S3, RDS, and CloudWatch.
- Data Science Competition Mentor - Mentored participants throughout internal company competition and worked on troubleshooting.

YEXT | Software Engineering Intern | Summer 2019
- Developed internal Yeoman generator tool to instantly create multiple category pages for company websites.
- Built store and locator webpages for Fortune 500 companies.

GEORGE MASON UNIVERSITY
Computer Science Research Intern | Summers 2017, 2018
- Designed machine learning algorithms to promote improved student learning and academic achievement in online classes. Filed for **patent**.
- Designed blockchain system to secure sensitive student information.

PROJECTS

SESAME | Co-founder | 2020
Built a video calling desktop application that allowed friends to hang out spontaneously and recreated the experience of living in the same dorm together. 250+ users. **sesamecall.com**

QUEER CHART | Founding Software Engineer | 2019-2020
Developed online platform for queer women at Stanford to connect with one another and increase queer visibility. Launched beta platform with 200+ Stanford student users. **queerchart.com**

SMARTSLEEVE | Inventor/Founder | 2017-2019
Designed and built a novel knee tracking medical device for post-total knee replacement surgery with unique monitoring algorithms and smartphone app. Filed for **patent** and licensed to biomedical technology company.

ROUTEBUD | 2017
Developed Android app and 3D VR compatible visualization program that generates the safest routes using recent traffic accidents and risk indexes. TechCrunch Disrupt Hackathon SF 1st place Esri, 1st Place Arity Prize.

VR CPR | 2017
Developed CPR simulator to train/certify users in CPR with C#, Unity, Python, Leap Motion, and Oculus Rift. HackTJ Best Hardware Hack, Top 5 Hack.

ROBOT INVASION GAME | 2016
Developed VR first-person shooter running game that tracks heart rate data and promotes effective and enjoyable exercise to combat obesity. Technica Hackathon Oculus Best VR Hack, Best High School Hack.