Michael Remington

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Education

Bachelor of Science, Computer Science
Western Washington University, Bellingham, WA, June 2016

Experience

Undergraduate Researcher September 2015 - Present
Hutchinson Machine Learning Research Lab, Western Washington University, Bellingham, WA
- Designed and implemented custom deep and recurrent neural network architectures to model sports data.
- Built a data-processing pipeline that interfaces with a database and normalizes or embeds features appropriately.
- Created a custom model with convolutional, LSTM, and deep neural network layers.
- Parsed datasets into SQL databases.
- Collaborated closely with a team using a centralized repository.

Research Lab Assistant July 2013 - September 2014
Rose Neuroscience Lab, Western Washington University, Bellingham, WA
- Wrote a program in Java to automate a common microscope imaging task. This reduced task time from around forty minutes to near instantaneous.

Intern Summer 2012
Mobius Science Center, Spokane, WA
- Set up a system for recording and interpreting data visually and statistically from visitor surveys.
- Authored an eighty-page booklet detailing the scientific concepts behind each exhibit.
- Created and updated graphic design for public documents.

Projects

Research Projects:
Deep and Recurrent Neural Networks For Small Granularity Sports Modeling
- Designed and implemented deep and recurrent neural network architectures to model sports data at the play-by-play level.

Independent Projects:
Photography Portfolio Website
- Built a photo portfolio website using Bootstrap and Javascript.

Course Projects:
- Wrote a Python program that recursively generates a tree of the state-space for a game of Nim and beats a human player.
- Developed a program in Java that builds phylogenetic trees using pairwise distances between aligned amino acid sequences.
- Wrote a banking program in Java using concurrency methods that was able to process 10,000,000 transactions across 100 accounts significantly faster than a sequential program.
- Built a file browser in C, providing a graphical user interface through GTK+3.0.
- Wrote a command line interpreter in C with piped commands, history, and I/O redirection.
- Implemented a server and two distinct types of client for an online chat application using sockets in C.

Skills

Programming Languages: Java, Python, C, SQL, HTML, CSS, Ada, Racket, Assembly.
Tools: Git, Subversion, Bash, Unix, TensorFlow, Bootstrap.
Methodologies: Object-Oriented Programming

Distinctions

Outstanding Poster of the Undergraduate Scholars Showcase Poster Competition
Jake Moorhead, Josh Osborne, Michael Remington, Sam Kaplan and Brian Hutchinson. *Play-By-Play Sports Modeling with Deep and Recurrent Neural Networks.* 2016