Richie Mendelsohn

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LANGUAGES AND TECHNOLOGIES

- Excellent: **Java, Python**   Solid: **AngularJS, node.js, p5.js**   Prior: **C++, Matlab**
- **Creative Technology, Interactive Digital Art, Audio Signal Processing, Test Driven Development, Data Structures, Algorithms, Agile / Scrum**

WORK

Software Engineer in Test   July 2013 - February 2015
Google   Mountain View, CA

- Artificial Intelligence / Natural Language Processing team
  - Developed evaluation framework for NLP techniques that auto-extract ad headlines from advertiser's landing pages
  - Led the initiative to design and implement end-to-end testing for automatic extraction of product testimonials from Google Play reviews
- YouTube
  - Developed a plug-and-playable testing environment for YouTube Developers, providing a simple, flexible integration testing framework for ~500 engineers
  - Led the design and implementation of Test Therapy, an intelligent Python test-runner that automatically finds and instantly runs applicable unit-tests based on what files a developer is editing

Software Engineer in Test   December 2011 – May 2013
Spectra Logic   Boulder, CO

- Architected and wrote an extensible automation framework which integrates SCSI, Selenium, and XML protocols to test core product functionality

CREATIVE

Teaching Assistant — Creative Code Immersive   January 2016-Present
Grey Area Foundation For The Arts   San Francisco, CA

- Teaching web skills (p5.js, node.js, HTML/CSS) and physical computing (Arduino, Raspberry Pi) to 12 students for building interactive art installations

Audio Software

- Algorithmic music composition in Python / MaxMSP / Ableton
- MuzakTheory - web app to match musical scales to chords
- Workshops
  - Workshop on Algorithmic Computer Music - UC Santa Cruz July 2015
  - Music Information Retrieval - Stanford CCRMA July 2015

EDUCATION

Bachelor's Degree in Electrical Engineering   May 2009
Rutgers University   New Brunswick, NJ

- Concentrations: Software Engineering, Digital Signal Processing
- Senior Design Project – "Audio Signal Processing Design in MATLAB"
  Implementation of reverb algorithms, spectrograms, multi-tap delays, band-pass/band-stop, filters, chorus/flange