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 Google

July 2013 - February 2015 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 testrunner that automatically finds and instantly runs applicable unit-tests based on what files a developer is editing

Software Engineer in Test Spectra Logic

December 2011 – May 2013 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 Grey Area Foundation For The Arts

January 2016-Present 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