RUBY WERMAN

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EDUCATION

University of California, Berkeley, CA   August 2018 - May 2022 (expected)
Bachelor of Arts, Computer Science   GPA: 3.64
Relevant coursework: Computational Structures in Data Science, Creative Programming and Electronics, Data Structures, Designing Information Devices and Systems I, Discrete Math and Probability Theory, Foundations of Data Science, Machine Structures/Computer Architecture, The Structure and Interpretation of Computer Programs

WORK EXPERIENCE

Major League Hacking   May 2020 - Present
Software Engineering Fellow
· Selected from over 20,000 applicants to be part of the inaugural class of 100 MLH Fellows powered by Github (.5%)
· Contribute to Open Source projects alongside a team of students and software engineers

Goodly Labs, Berkeley, CA   Febuary 2020 - Present
Research Apprentice
· Participate in the Undergraduate Research Apprentice Program (URAP) under Nobel Laureate Saul Perlmutter
· Gain first-hand experience building, refining, and launching a national-scale data science project, Public Editor, that engages thousands of public volunteers and news readers
· Lead a small team focused on user experience; develop a community forum and gamification elements

University of Chicago Center for Data and Computing, Chicago, IL   June - August 2019
Research Intern
· Work alongside RDCEP and Globus labs on cloud classification through deep learning
· Design and created python application for labeling cloud images for a deep neural network
· Create python script to accelerate data acquisition from NASA's satellite data web interface
· Research and test various unsupervised clustering algorithms
· Published paper "Cloud Classification with Unsupervised Deep Learning"

Computer Science Mentors, Berkeley, CA   January - June 2019
Tutor
· Lead 4-person adjunct sessions for CS 88 (Computational Structures in Data Science); topics covered include functional programming, data abstraction, and object-oriented programming in python

University of California, Berkeley, CA   January - June 2019
Academic Intern
· Assist students currently enrolled in Data 8 (The Foundations of Data Science) with labs, projects, and challenging concepts; topics include programming in python, statistical inference, and modeling of real-world data-sets

Self, Highland Park, IL   January 2018 - Present
Graphic Designer
· Started small business creating custom stickers, graphics, and apparel with over 2,500 sales
· Create custom augmented reality filters for Instagram and Facebook with over 300,000 total impressions

PROJECTS

· Collaborated with group on creating a deep learning model to predict crime in Chicago using Amazon Sagemaker (Amazon Web Services)
· Created a chrome extension that provides the ethical ratings of different products on Amazon.com
· Utilized computer vision libraries in python to create an attention tracker application for Zoom
· Developed a video game that included a stimulating user interface and psuedo-random map generator
· Used k-nearest neighbors to build a classifier that predicts a movies genre using the frequency of words in its screenplay
· Implemented a subset of numpy using optimization techniques (OpenMP, Intel Intrinsics) and the python-C interface

SKILLS

Python, C, Java, SQL, Git, Jupyter Notebook, Scheme, Adobe Illustrator, Photoshop, Spark AR

EXTRA-CIRRUCULARS AND AWARDS

Alpha Phi, Birthright Excel Business Fellow, Goldman Sachs Engineering Essentials Fellow, Facebook ABCS Fellow, Intel URP Scholar, JPMorgan Chase Sophomore Edge Fellow (Software Engineering Track), TAMID, XR@Berkeley