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: Data Structures, Designing Information Devices and Systems, Discrete Math, Probability Theory, Data Science, Machine Structures, Intro to Artificial Intelligence, Efficient Algorithms and Intractable Problems

WORK EXPERIENCE

National Aeronautics and Space Administration, Cape Canaveral, FL   January 2021 - Present
Software Engineering Intern
· Write code supporting the Launch Control System for the Space Launch System, the largest rocket ever constructed
· Develop dissectors for an open-source network packet analyzer used to interpret and verify launch data

Goodly Labs, Berkeley, CA   Febuary 2020 - Present
Research Apprentice, Team Lead
· Coordinated weekly Scrum meetings with the project director and a team of developers for Public Editor, a nationwide data science project that engages thousands of public volunteers and news readers
· Added gamification elements into Public Editor by designing a badge system, database, and automating emails using Docker, SQLAlchemy, SendGrid and the Pybossa API
· Participated in the Undergraduate Research Apprentice Program under Nobel Laureate Saul Perlmutter

Major League Hacking, Remote   May - August 2020
Software Engineering Fellow
· Selected from over 20,000 applicants to be part of the inaugural class of 100 MLH Fellows powered by Github (.5%)
· Implemented solver into Scikit-Learn's Logistic Regression classifier that reduced memory 93.8% in certain use cases
· Developed automated tests for new features using pytest and improved documentation
· Worked collaboratively with other developers via Github

University of Chicago Center for Data and Computing, Chicago, IL   June - August 2019
Research Intern
· Developed Python application for labeling cloud images for a deep neural network
· Created Python script to accelerate data acquisition from NASA's satellite data web interface
· Researched and tested various unsupervised clustering algorithms
· Published paper "Cloud Classification with Unsupervised Deep Learning"

University of California, Berkeley, CA   January - June 2019
Academic Intern
· Assisted students enrolled in 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
· Lead 4-person adjunct sessions for Computational Structures in Data Science; topics covered include functional programming, data abstraction, and object-oriented programming in Python

Self, Highland Park, IL   January 2018 - Present
Graphic Designer
· Designed custom augmented reality filters for Instagram and Facebook with over 350,000 total impressions
· Started small business creating stickers and apparel with over 2,500 sales; develop filters for brands including Guayaki

PROJECTS

· Chrome extension that provides ethical ratings of products on Amazon.com (JavaScript, HTML, CSS, Beautiful-soup)
· Attention tracker application for Zoom using computer vision (OpenCV) and Keras
· Subset of numpy using optimization techniques (OpenMP, Intel Intrinsics) and the Python-C interface

SKILLS

Python, Java, C, SQL, Git, Adobe Illustrator, Photoshop, Spark AR

EXTRA-CIRRUCULARS AND AWARDS

Birthright Excel Business Fellow, Goldman Sachs Engineering Essentials Fellow, Facebook ABCS Fellow, Intel URP Scholar, JPMorgan Chase Sophomore Edge Fellow, TAMID, VR@Berkeley