

Stephanie H. Djidjev

<http://www.sdjidjev.com> <http://github.com/sdjidjev>

Email: sdjidjev@gmail.com Phone: 505-695-0003

OBJECTIVE: Summer internship developing effective and intuitive user interfaces

EDUCATION:

University of California, Berkeley

B.S. in Electrical Engineering & Computer Science, expected graduation: 5/2016

SKILLS:

Languages: Python, Java, C, HTML, Javascript, NetLogo, StarLogo TNG

Tools: Autodesk Maya, Adobe Photoshop

WORK EXPERIENCE:

- Research Intern at Los Alamos National Laboratory
 - Developed an interface for monitoring the structural health of a building. A glove was made to vibrate in a certain way when a building was damaged.

PROGRAMMING EXPERIENCE:

Hackers@Berkeley Hackathons and Workshops, regular participant

- Geo.ly – Web app that shows your location and your friend's location in real time so that you can find each other
- Pokepon – Multiplayer game that combines Pokemon and Patapon so you can put Pokemon through dance/rhythm battles
- Ratemycat – Users can submit pictures of their cat so that others may admire and rate
- Android Workshop – Led an Android Workshop to teach people how to make their own Android apps

Los Alamos National Laboratory Research

- Developed a Python GUI to test our human-machine interface
- Constructed a Support Vector Machine to figure out the damaged state of a building

New Mexico Supercomputing Challenge Projects 2008-2012:

- Community Detection Problem in Complex Networks (2011-2012)
- Ant Colony Optimizations in the Traveling Salesman Problem (2010-2011)
- Exploring Optimization Techniques in Flocking Behavior (2009-2010)

PRESENTATIONS AND PUBLICATIONS AT SCIENTIFIC MEETINGS:

- *Comparing Statistical Classification with a Vibro-Tactile Human-Machine Interface for Structural Health Monitoring*, IMAC 2013/2014
- *BrilliAnts: A comparative study of Ant Colony Optimizations on the Dynamic Travelling Salesman Problem*, Swarmfest 2011.
- *To Kill a Flockingbird: A comparative study of optimization methods applied to agent-based flocking behavior*, Swarmfest 2010.

AWARDS:

New Mexico Supercomputing Challenge

- 2011- Best Use of Python Award
- 2011- High Performance Computing Award from Cray® Supercomputers
- 2010- Project with the Best Visualization Award
- 2010- Project with the Best Research Award