

# Sidney Schwartz

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## EDUCATION

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### Brown University

*Bachelor of Arts in Computer Science*

- **GPA:** 3.7 / 4.0; ACT: 34
- **Relevant Coursework:** *Algorithms and Data Structures, Computer Systems, Object-Oriented Programming, Logic For Systems, Discrete Structures and Probability, Statistical Inference, Linear Algebra, Microeconomics, Managerial Decision Making*

**Brentwood High School — GPA:** 3.94

**Providence, Rhode Island**

Expected Graduation May 2022

**Los Angeles, California, 2012-2018**

## WORK & LEADERSHIP EXPERIENCE

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### NFL — Minnesota Vikings

**Mankato/Eagan, Minnesota**

*Scouting Intern* — August 2017, August 2018 & August 2019

Opportunity provided unique insight into the organization and detailed business process management of a professional sports franchise. Analyzed player performance on and off the field and reported analyses and recommendations to senior management. Presentations to the entire management team provided input on decisions that impacted the futures of players and the success of the team. Throughout training camp worked alongside other interns who were former NFL Players, MBA Students and Coaches.

### Activision Blizzard

**Santa Monica, California**

*Business & Strategy Intern* — Summer 2019

Worked directly under the Business Lead for CEO Robert Kotick. Learned how to effectively evaluate a company from top to bottom. Developed an algorithm that analyzed data surrounding mobile games. Research presentations included strategies for profiting in an evolving gaming market.

### UNINTERRUPTED

**Warner Bros. Studios, Burbank, California**

*User Research Intern* — Summer 2017

Researched sports media content consumption habits, and perception of UNINTERRUPTED. Relevant insights for a detailed research presentation included data from survey conducted with centennial and millennial consumers

### Ivy Film Festival at Brown University

**Providence, Rhode Island**

*Industry Coordinator* — September 2018 – May 2019

Communicated with actors, directors, producers and their representatives to coordinate their attendance at the Ivy Film Festival (the largest student film festival in the world).

## PROGRAMMING PROJECTS

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**Shell** — Built a program from scratch that reads & executes user commands, and maintains a job control system.

**Convolutional Neural Network** — Designed and trained convolutional neural networks (CNNs) for scene recognition using the TensorFlow system.

**Machine Learning Decision Tree** — Implemented the ID3 machine learning algorithm to generate a decision tree based on supervised learning

## SKILLS, ACTIVITIES & INTERESTS

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**Programming Languages:** Python, Java, C, x86 Assembly

**Technical Skills:** TensorFlow, Linux, Latex, Logic Pro X, Adobe Premiere Pro, Sketch

**Athletics:** Division I Football @ Brown University, Black Belt in Mixed Martial Arts

**Interests:** Music & film production, Sports