

SIMON JUPP

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EDUCATION

Yale University

B.S. in Computer Science

New Haven, CT

Expected May 2025

GPA 3.8/4.0

Coursework: Data Structures & Programming Techniques • Systems Programming & Computer Organization • Object Oriented Programming • Full Stack Web Development • Computational Intelligence for Games • Algorithms • Machine Learning • Building Game Engines

SKILLS

- **Proficient:** Python, C, Tensorflow, Django, HTML, CSS, C++, Java, NumPy, Git, Computer Vision, CUDA, React, Javascript
- **Familiar:** SQL, HTML, Keras, Matplotlib, R, NLP, Assembly, Typescript, D

WORK EXPERIENCE

Enrich Biosystems Inc.

Software Engineer Intern

Branford, CT

June 2024 - Aug. 2024

- Returned for a second internship, developed machine learning pipeline to allow for easy incorporation of new training data with GUI, incorporating the feature into the full stack application.
- Created and incorporated computer vision similarity algorithms to highlight specialized cancer and T-cell interactions.

Enrich Biosystems Inc.

Software Engineer Intern

Branford, CT

May 2023 - Dec 2023

- Developed and implemented deep learning image segmentation models using PyTorch and TensorFlow to enhance the accuracy of cell identification and classification algorithms.
- Conducted data preprocessing and cleaning to prepare large datasets for model training, including data augmentation and normalization techniques.
- Implemented an automated version control pipeline for Sphinx documentation website deployment upon new code releases.

Danbury Grassroots Academy

Intern

Danbury, CT

Jan. 2021 - July 2021

- Created a program that paired first-generation and low-income students with their own tutor during COVID times.
- Recruited and managed 26 math tutors.
- Evaluated benefits and disadvantages of online tutoring as the company transferred back to in-person learning.
- Tutored 20 elementary, middle school, and high school students in math.

PROJECTS

Task Manager

- Built a full-stack application to allow users to plan events and practice time management.
- Used **JSON databases** to simulate a backend and maintain the user's tasks upon restarting the application.
- Used **Javascript, React, CSS** on the frontend for a dynamic representation of their tasks.

Yale Bulldog Buddies

- Created a full-stack app allowing students to find study partners based on a variety of user preferences.
- Developed the backend using **Django** and designed models for profile information.
- Created a **REST API** to allow calls from the frontend to fetch and put data based on user input.

Alpha-Beta Pruning on Mancala

- Created an AI agent to play games with a high branching factor at a better rate than other tree search algorithms.

LEADERSHIP & ACTIVITIES

Yale Varsity Track & Field

Student Athlete

New Haven, CT

Fall 2020 - Present

- Train 20 hours per week throughout the academic year while achieving top results in the Ivy League Conference.

Yale Student Athlete Advisory Committee

Member

New Haven, CT

Fall 2022 - Spring 2023

- Provided insight on the student-athlete experience.
- Offered input on the regulations and policies that affect student-athletes' lives.

Danbury Grassroots Academy

Volunteer

Danbury, CT

Jan. 2021 - July 2021

- Participated in meal kit preparation for students' families.
- Helped conduct outdoor activities for elementary and middle school students.