Thomas Ottaway

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EDUCATION

Brown University

Providence, RI

Applied Math-Computer Science GPA: 4.0

Expected Graduation May 2022

• Notable Coursework: Applied Dynamical Systems, Numerical Opimazation, Discrete Math, Analytical Mechanics, Information Theory, Introduction to Computer Systems, Probability and Statistics, and Chinese

Albany High School

Albany, NY

Advanced Regents Diploma GPA: 97%

Sept. 2014 - June 2018

• Independent Learning

• Independent reading of computer vision research papers (primarily ResNets and variations such as Wide ResNets, Stochastic Depth, Pyramid nets etc.)

WORK EXPERIENCE

NYS ITS/Health Research Institute (JavaScript, Python, SQL)

Albany, NY

Software Developer

Summer 2018 - Summer 2019

- o Created new data entry processes for labs both inside and outside Wadsworth Center
- Developed and maintained scripts to process instrument data for entry into the internal LIMS system
- Interfaced with a legacy database containing 200+ tables
- Developed scripts for automated regression testing
- o Built automated systems for HL7 message generation to expand Remote Order Entry accessibility

LingView (JavaScript, Node.js, React)

Brown University

Developer

Sept. 2018 - May 2019

- Built a front-end interface for viewing and searching through a linguistic corpus
- Collaborated with other students and faculty to determine project goals and priorities
- Explored various search technologies such as Fuse, LUNR, and SOLR

PROJECTS

• Neural Nets for Solving ODEs/PDEs

Aug. 2019 - Present

- Replicating and expanding upon this paper using lower level pytorch functions
- Experimenting with effect of mixing activation functions to model different kinds of functions
- $\circ~$ Implementing custom optimization algorithm with quadratic convergance

• Rocket Stabilization

Apr. 2019 - May 2019

- Applied techniques from the field of dynamic systems to study the stability of various control systems (final paper)
- Identified a bifurcation point as we tuned our control function

• Exploring Numerical Methods

Oct. 2018 - Apr. 2019

- Explored algorithms for finding numerical approximations to differential equations using Python's numpy library
- o Created visualizations for systems such as the 3-D wave equation and particles in chaotic systems

SKILLS

- Programming Languages/Frameworks: Python, C, JavaScript, CSS, SQL, MATLAB, LATEX, Django, PyTorch, Pyret, Racket, Flask, Node, React
- Communication & Adaptibility: Ability to enter a team of diverse people, listen closely, and work collaboratively to push a project forward
- Legacy Code Bases: Maintaining, troubleshooting, and adding features to large scale legacy code bases

ACTIVITIES

• Juggling (up to five objects), rock climbing, running, blues dancing, unicycling, bicycling, music