Michael Truell

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Skills

PHP, MySQL, Linux, Javascript, Java, Android, C++, Python, and Machine Learning.

Education

HORACE MANN SCHOOL
GPA 4.0
Expected June 2018
Relevant Coursework: Programming Languages, Data Structures, Desktop Applications, Artificial Neural Networks, Reinforcement Learning

Projects

Fido
A universal robotic control system using reinforcement learning with limited feedback. Researched for the New York City Science and Engineering Fair and the Science Research class at Horace Mann School.

Homer 2.0
A program that uses Recurrent Neural Networks equipped with Long-Short Term Memory to write in the style of the ancient poet Homer.

Halite
An artificial intelligence competition. Bots may be written in C++, Java, or Python. Entries are submitted to our website where they are sandboxed, compiled, run, and ranked.

New York City Computer Science League
A website for hosting monthly programming competitions among New York City high schools. Second place winner of the Def Hacks hackathon hosted by Stuyvesant High School.

ApPosition
A scheduling and location app for the Horace Mann School commissioned by our student government.

ACT Helper

An interactive and personalized way to prepare for the ACT. First place winner of the HackMann hackathon hosted by the Horace Mann School.

Circle

A minimalistic 2D multiplayer shooter made as a course project.

Cheatr

An iOS app that allowed the faking of high scores for over 25 unique mobile games.

White Tile Cheat

An Android app that allowed the faking of high scores for the game Don't Tap the White Tile. The app received over 80,000+ downloads.

Extracurriculars

Co-president of the Horace Mann Programming Club
Head of Software for the Horace Mann Robotics Team
Horace Mann Debate Team
Horace Mann Varsity Track
Horace Mann Varsity Cross Country