

# WILLIAM MERRILL

(917) 558-3663 | [william.merrill@yale.edu](mailto:william.merrill@yale.edu) | [viking-sudo-rm.github.io](https://github.com/viking-sudo-rm)

---

## EDUCATION

**Yale University**, *B.S. in Computer Science & Linguistics* | New Haven, CT Expected Spring 2019

- GPA: 3.87 / 4.00.
  - Notable coursework: Deep Learning Theory (CPSC 663), Algorithms (CPSC 365), Systems (CPSC 323), Natural Language Processing (CPSC 477), Real Analysis (MATH 301), Vector Calculus and Linear Algebra (MATH 230/231).
  - Founded Dota 2 club, which now has 41 members; won 2016 freshman rap battle.
  - Teaching CS, cryptography, and linguistics to students at local middle schools via CodeHaven and Splash programs.
- 

## RESEARCH EXPERIENCE

**Language Learning Lab**, *Research Assistant* | Boston College Summer 2017

- Built machine learning models to detect fluency and native language of essays written by Spanish learners.
- Models are being used to automate large-scale online experiments about language acquisition.

**Computational Linguistics at Yale**, *Research Assistant* | Yale University Fall 2016—Present

- Senior member in weekly reading group about deep learning and context-sensitive grammar formalisms.

**MorphLab**, *Research Assistant* | New York University Fall 2012—Summer 2015

- Managed fMRI brain imaging studies and designed experiment on lexical properties of texting acronyms.
- 

## PROJECT AND WORK EXPERIENCE

**Google**, *Software Engineer Intern* | New York, NY Planned Summer 2018

- Will be working on project applying deep learning to advertising.

**The Book of Thoth**, *Creator* | New York, NY Spring 2016—Present

- Designed natural language puzzle game that has been approved for 2018 publication on Steam.
- Created hieroglyphic spell interpreter using NLP techniques.
- Built an optimized game engine from scratch in Java.

**Yale Student Employment**, *Teaching & Research Assistant* | Yale University Summer 2016—

- Undergraduate learning assistant for NLP (CPSC 477, spring 2018) and AI (CPSC 470, fall 2017).
- Research assistant for conferences on medieval East Asian languages: Tangut (spring 2018) and Kitan (summer 2016).

**Neural Network Dota Drafting**, *Creator* | New Haven, CT Spring 2017

- Named Grace Hopper Prize finalist for deep learning model that drafts winning teams in the video game Dota 2.

**Foodie Call**, *Cofounder & Programmer* | New Haven, CT Spring 2017

- Developed custom app and website to process orders for food delivery business.

**Youtube**, *Partner & Content Creator* Spring 2012—Present

- Running gaming channel SnorriDevTeam with 400,000+ views.
- 

## PROGRAMMING SKILLS

<i>General</i>	Python, Java, C(++), Haskell, R, SQL
<i>Deep learning</i>	Tensorflow, PyTorch, LSTMs, CNNs, recursive networks
<i>Web/app development</i>	HTML5, JavaScript, Angular, Node, Django, Swift
<i>Game development</i>	Unity, C#, Valve & Minecraft APIs