WILLIAM MERRILL

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EDUCATION

Yale University, B.S. in Computer Science & Linguistics | New Haven, CT

Expected Spring 2019

- GPA: 3.87 / 4.00.
- Notable coursework: Systems Programming (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 local students via CodeHaven and Splash.

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.
- My work will be used to automate large-scale online experiments about language acquisition.

Computational Linguistics at Yale, *Research Assistant* | Yale University

Fall 2016—Present

- Programmed state-of-the-art neural parser for tree adjoining grammar.
- Presented monthly about deep learning and formal grammar to my peers.

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

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.

Artificial Intelligence (CPSC 470), *Undergrad Teaching Assistant* | Yale University

Fall 2017

• Created homework assignment about multiplayer game agents for class with ~200 students.

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.

XRayField, *Creator* | New York, NY

Spring 2015

• Built Minecraft mod that computes work integrals of mining trajectories in order to find cheaters.

Youtube, Partner & Content Creator

Spring 2012—Present

• Running gaming channel SnorriDevTeam with 300,000+ views.

PROGRAMMING SKILLS

General Python, Java, C(++), Haskell, R

Deep learningTensorflow, Theano, LSTMs, CNNs, recursive networksWeb/app developmentHTML5, JavaScript, Angular, Node, Django, Swift