# Yasmeen Roumie

email: yasmeenroumie@gmail.com | cell: 917-669-3554 | website: yasmeenroumie.com

## **Education**

**Harvard University** 

Bachelors, Computer Science

**Stuyvesant High School** 

Co-Founder of StuyHacks

Cambridge, MA Expected May 2021 New York, NY May 2016

# **Experience**

**GOLDMAN SACHS** • Summer Technology Analyst – Marquee Engineering

Summer 2019 • New York, NY

- Worked on the Marquee Content team to create a multi-label Linear SVM classification model in Python, with scikit-learn, to auto-tag financial articles with their asset classes
- Created API endpoint to enable use of NLP model across the Marquee platform to increase cross-platform engagement and track user reading patterns

## **CELO** • Software Engineering Intern

Spring 2019 • San Francisco, CA

- Integrated a "<u>Tobin Tax</u>" into the open-source Celo blockchain as a stabilization technique to maintain the target reserve ratio by charging a fee on gold transfers when the reserve is undercollaterized
- · Modified smart contract code in Solidity and the ethereum-based backend in Go, wrote tests in TypeScript

#### **TINDER •** Data Science Intern – Tinder Science Team

Summer 2018 • Los Angeles, CA

- Implemented predictive topic modeling for Tinder user messages and bios using k-means clustering and weighted word embeddings with Python and scikit-learn
- Deployed model, compatible with Tinder's Spark data pipeline, to predict topics of incoming messages
- Awarded first place in intern hackathon for pitching inclusive and ephemeral date night experience

## **SNAPCHAT** • Engineering Intern

Summer 2017 • Los Angeles, CA

- Designed and prototyped augmented reality hand-tracking lenses with JavaScript and Lua
- Created tutorials and wrote documentation for the public Lens Studio developer platform

#### **NASA** • Engineering Intern

Summer 2016 • KSC, Cape Canaveral, FL

- Developed interactive augmented reality experiences for the Microsoft HoloLens that allowed viewing and tracking simulated spacecraft launches in 3D to reduce costs for the Launch Services Program
- Presented talk on rapid prototype development to 300+ people at Unity game developer conference

## Skills

Languages: Python, C, C++, JavaScript, HTML, CSS

Frameworks/Technologies: pandas, numpy, scipy, scikit-learn, nltk, regex, MongoDB, SQL, Git, Flask

## **Awards**

- PennApps XIV (1st Place), PennApps XVI (2nd Place), Slack Hackathon '18 (2nd Place), YHack '17 (Intuit Award), MHacks X (Facebook Award), Technica '17 (Oculus Award), Technica '16 (Virtual Reality Award)
- Invited to Facebook Global Hackathon Finals ('16, '17)