Shalom Yiblet

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yiblet.me

Education

Carnegie Mellon University
BS in Computer Science
Graduation Date: May 2019
GPA: 3.85

Coursework

Great Theoretical Ideas in Computer Science
Introduction to Computer Systems
Introduction to Machine Learning
Compilers
Modern Regression

Programming Languages

Java
Haskell
Python
HTML / CSS / Javascript
C
PHP / Hack

Natural Languages

English (native)
Amharic (native)
Spanish (working)

Awards

National Achievement Scholar
Virginia Aerospace Science and Technology Scholar
International Baccalaureate Diploma
CMU Presidential Scholar

Competitions

HackCMU | Google Sponsor Prize
Algorithms With A Purpose | best freshman
TartanHacks | Organizer

Experience

Software Engineer Intern | Facebook

May 2017 - August 2017 | Menlo Park CA

Collaborated across multiple teams in Facebook to build out improvements across all of Facebook's existing spam classifiers by adding hundreds of new types of features.
Developed a completely novel type of random forest spam classifier used to categorize a specific type spam from good content on the platform.
Set up data pipelines using Python, PHP, SQL, and Haskell to train random forest classifiers and develop metrics to analyze improvement.

Director of Technology | Scottylabs

May 2016 - Present | Pittsburg PA

Trained and directed groups of people to work on numerous scottylabs projects.
Directed technical projects in collaboration with students, faculty, and other organizations for the greater CMU community.

Research Assistant | CMU Computational Biology Department

August 2016 – December 2016 | Pittsburgh PA

Developed convolutional neural networks in a research project lead by Professor Min Xu to develop a new method to recognize and segment different three-dimensional images of organelles using deep convolutional neural networks.

Facebook University Android Engineer Intern | Facebook

June 2016 - August 2016 | Menlo Park CA

Developed an android app for people to asynchronously collaborate on music with their friends.
Built the backend music hosting service and designed and implemented the frontend interface.

Research Intern | United States Geological Survey

May 2015 - June 2015 | Herndon VA

Collaborated with research scientists and professors to collect and organize climate data from earth samples from 5 million years ago to computationally model climate change and global warming.

Project Intern | NASA Langley Research Center

July 2014 | Norfolk VA

Analyzed space travel at NASA, where I collaborated with scientists and students to design a manned mission to Mars. Presented a surface operations concept to business leaders and NASA officials. The presentation was live-streamed to over 30,000 online viewers.

Projects

Conditional Generative Adversarial Network

March - May 2017 | github: himat/BuildingVision

Collaborated in a small group of four to research and architect a generative adversarial neural network that can generate realistic images of objects based on sketches.
Developed the convolutional neural network part of the architecture as well as setup methods to quantify the effectiveness of the algorithm.

Malloc

November 2016

Created a completely new algorithm for implementing a version of malloc from C's standard library.
Out of 400 students, I built the 4th fastest and most space efficient implementation making my implementation the overall best.

Newsifyly

July 2016 | github: yiblet/newsifyly

Developed an android app that lets users seamlessly search and view news articles on their phone. I built a browser that would prevent websites from limiting the number of web pages the user could see.