

# Anthony Rubin

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## EDUCATION

**The State University of New York at Buffalo** Computer Science BS / Economics Minor (09/2015 - 05/2019)

**Mahidol University (Bangkok, Thailand)** Study Abroad (09/2016 - 04/2017)

## WORK EXPERIENCE

### BeeMoo, LLC

iOS app developer.  
Developed and published numerous iOS apps using Swift and Xcode.  
Apps are designed for use with speech delayed children and English language learners.

## TECHNICAL EXPERTISE

**Languages:** Swift, C++, Java, MIPS, HTML, CSS, Verilog, C, OCaml, Python

### Proficient in:

iOS development (Swift, Xcode)  
Machine Learning (Python)  
Natural Language Processing (Python)  
Web Development (HTML, CSS)  
Test Driven Development (Java)  
Embedded Programming (C)  
Functional Programming (Ocaml)  
User Interface Design (UIKit, Java Swing, HTML/CSS)  
Debugging (Proficient with Xcode's debugging tools and Valgrind)

## RESEARCH

**Association for Computational Linguistics 2019 Student Research Workshop** – Wrote a research paper discussing my methods for filtering a noisy English – Nepali parallel corpus using various sentence level metrics and a support vector machine.

## PROJECTS (all projects can be found on my GitHub)

**Neural Network** - Implemented a multi-layer neural network to interpret the numeric value of handwritten digits

**Java computer game** -Used Java to build the popular board game 'Code Names'.

**Bytecode language Interpreter** -Built with OCaml and Java.

**Weather Station** -Designed and implemented the embedded system for a home weather station using C.

**Meme Generator App** -iOS app which allows a user to use an existing picture or take a picture and turn it into a meme.

## PUBLISHED APPLICATIONS

(All apps can be found on the Apple Store)

Articulate S, Articulate L, Articulate R, Articulate CKG, Articulate F&V, Articulate Sh, Ch, J, Articulate Multisyllabic

## RELEVANT COURSEWORK

**Algorithms for Modern Computing Systems (CSE429/529)** - Graduate level course focusing on design, analysis, and implementation of algorithms for sequential and parallel models of computation.

**Computational Linguistics (CSE 467/567)** – Graduate level course focusing on the field of computational linguistics, which is concerned with the understanding and use of language by computers.

**Real-Time and Embedded Operating Systems (CSE321)** - Design and implementation of real-time and embedded systems

**Algorithms And Complexity (CSE 331)** - Algorithm design, paradigms of greedy algorithms, divide and conquer algorithms and dynamic programming, randomized algorithms, algorithms for distributed systems and basic algorithms for machine learning.