Eamon Weingold

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Education

University of Maryland - College Park Graduating May 2025

Bachelor of Science in Computer Science with a Minor in Philosophy

Relevant Coursework

Courses: Deep Learning, Natural Language Processing, Object-Oriented Programming, Computer Systems, Discrete Structures, Organization of Programming Languages, Algorithms, Immersive Media, Data Science, Advanced Data Structures

Awards: Dean's List every semester, Presidential Scholarship, National Merit Finalist

Experience

University of Maryland Department of Mathematics | *Research Assistant* May 2024 – Present

Sports analytics research under Dr. Yanir Rubinstein. Analyzing the form of basketball plays through non-intrusive motion tracking systems, building 3D reconstructions of each play from scratch using information parsed from Theia3D and fine-tuned SiamRPN++ Visual Object Tracking tracking system initialized with YOLOv8 detections.

NASA | *Quality Assurance Specialist and Automated Testing Architect* January 2023 – August 2023

Internship responsible for a variety of tasks within the Human Capital Information Technology branch of NASA, such as designing and managing web systems deployed through the ServiceNow platform.
Awarded with a letter of appreciation by Acting Chief Human Capital Officer at NASA.

Thompson Gray, Inc. | *Automation Intern* June 2019 – August 2019

Internship utilizing UiPath software to accomplish a variety of Robotic Process Automation tasks, and a research exploration into the broader impact of automation on industry. Remote work with weekly on-site meetings. Concluded with a final project and presentation to the production team.

Self-employed | *Tutor* Jan 2018 – Jun 2021

Tutored middle school and high school students in math and science.

XR Club | *Member* September 2022 - Present

University club exploring Virtual Reality, Augmented Reality, and Mixed Reality along with its industry applications.

Skills

Languages: Python, Java, C, C++, JavaScript, HTML/CSS, C#, MATLAB, Ruby, OCaml, Rust, MIPS, SQL, LaTeX
Tools: Git, UNIX, Unity 3D, VSCode, Visual Studio, ServiceNow, UiPath

Projects

Generative Question Answering | *Python, PyTorch, HuggingFace* April 2024 – May 2024

Generative "Small Language Model" implementation of Microsoft Phi-3 Mini, fine-tuned and prompt-engineered for the task of question answering.

NASA Employee Profile Report | *HTML, JavaScript, CSS, ServiceNow* June 2023 – August 2023

Designed a dynamic report that visualizes a NASA employee's valuable employee information, handling data from a plethora of different API calls to employee databases. Collaborated with product owners to verify proper design vision. Presented research and product prototype to the broader Human Capital Information Technology team.

March Madness AI Prediction Tool | *Python, TensorFlow, pandas* March 2023 – April 2023

Collaborated with a team of developers to manage data from a plethora of college basketball statistics and train a TensorFlow feed-forward Neural Network to predict the results of the March Madness 2023 competition.

PhysView | *C#, Unity 3D, Visual Studio* August 2020 – June 2021

High school senior research thesis examining the use of Virtual Reality technology to visualize physics simulations. Experimental prototype designed and implemented with C# in the Unity game engine for the Oculus Rift S.