Griffin Bates
Resume

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WORK EXPERIENCE

FEB 2024 – PRESENT

MathWorks
Associate Software Engineer

MAY 2023 – AUG 2023

MathWorks
EDG Software Engineering Intern

Optimized and expanded the Hardware Manager MATLAB app.

JAN 2022 – DECEMBER 2023

Rensselaer Polytechnic Institute
Undergraduate Teaching Assistant

Teaching assistant for computer organization and discrete math courses. Duties were to help students in regular office hours and to grade assignments. Class topics include C, MIPS, combinational and sequential logic circuits, and pipelining for the former, and logic, proof techniques, graph theory, probability, theory of computation, and complexity theory for the latter.

JUN 2022 – AUG 2022

University of Colorado Anschutz Medical Campus
Computational Research Intern

Examined a variety of approaches to study intracranial pressure (ICP) computationally. This primarily took the form of implementing dynamical system ICP models that my my lab-mates needed in their work. I also served as a "programmer on call" in a less official capacity whenever somebody needed a second pair of eyes to look at their code.

MAY 2018 – AUG 2019

Iona College
Research Intern

Investigated factors that affect the permeability of water through lipid bilayers. This was done to improve understanding of how cell membranes behave. I worked under the supervision of two chemistry professors as well as several undergraduate researchers. Duties included preparing necessary samples, operating laboratory equipment, reporting to/working with more experienced researchers, and running computational molecular dynamics simulations.

EDUCATION

2020 – 2023 **Bachelor's of Science**
MAGNA CUM LAUDE
Computer Science and Mathematics
Rensselaer Polytecnic Institute

2016 – 2020 **High School Diploma**
GPA: 101.7/100
New Rochelle High School

REFERENCES

References available on request.

TECHNICAL SKILLS

BEGINNER	x86, Microcontrollers, HTML, CSS, Javascript, Signal Processing, Godot
INTERMEDIATE	Graph Theory, C, MIPS, LaTeX Linux, Unity, C#, Git, Github, Hardware, Logic Circuits, Real Analysis, Discrete Math, Computability Theory, Game De
EXPERT	C++, Python, Calculus, Research, Data Structures

COMMUNICATION SKILLS

Collaboration

I'm at my most productive in an enviroment where people collaborate, bounce ideas off of one other, and enjoy discussion.

Presenting

The only thing better than computer science is discussing computer science with other people. Presenting ideas and work in a way that makes sense to everyone is what gives projects their wider purpose, and I've worked hard to develop my ability to do so.

Passionate

I fell in love with computer science and mathematics years ago and haven't looked back since. I'm not the most talented programmer by any means, but my love of the fields allows me to fully dedicate myself to a project as long as it demands interesting thought processes.

AWARDS

2020 - 2022 **Dean's Honor List**
Awarded to students who obtain a semester GPA of 3.5 or higher and have no grade lower than a C.

2021 **Mini Jam 71: Puzzles, First Place Overall**
First place overall in a three day game jam with 97 developers. The theme was to make a puzzle game that "combined two genres."

2019 **GENIUS Olympiad, Bronze Medal**
Presented research on cell membrane fluidity. Participated with students from over 90 countries.

PROJECTS

Please see my website and/or my GitHub for a selection of my projects (links at the top of the page).