

EDUCATION

Massachusetts Institute of Technology

Bachelor of Science in Computation and Cognition

Cambridge, MA

June 2021

Relevant Coursework: Machine Vision, Machine Motivated Human Vision, Computational Cognitive Science, Distributed Neural Circuits, Intelligent Multimodal User Interfaces, Innovation Engineering

EXPERIENCE

Apple

Seattle, WA

Machine Learning Engineer, Machine Intelligence Sensing Team

July 2022 - Current

- Refining product interface and gesture recognition models for [Assistive Touch/Quick Actions on Apple Watch](#)
- Training models and developing algorithms that use real time sensor data

AI/ML Rotation Engineer

June 2021 - July 2022

Rotated across four teams: Sensing, Learning Sciences, Siri Acoustic Modeling, Siri Production & Integration

- Built a failure case analysis tool for [Handwashing on Apple Watch](#) and aided with data ingestion/modeling
- Collaboratively designed, built, and ran user studies for an iOS app designed for beginner ML exploration
 - This app was used to support 50 high school students during [AI/ML Summer Camps](#) designed by [Apple](#) and [Kode with Klossy](#); [\[Bustle Article\]](#)
- Created new ASR transducer models for Siri, ran performance experiments, and analyzed customer data
- Designed and developed a new data pipeline to automatically create test sets for new Siri production models

MIT Media Lab

Cambridge, MA

Undergraduate Researcher, Fluid Interfaces Group (PI: Pattie Maes)

September 2020 - May 2021

- Part of [Project Us](#), a system aiming to understand emotional biomarkers through machine learning
- Improved the NLP models, conducted data analysis, and coordinated experimental website development
- One of four projects chosen to be showcased at the Media Lab Member's Week

MIT Department of EECS

Cambridge, MA

Learning Assistant, 6.009 (Fundamentals of Programming)

September 2020 - December 2020

- Conducted office hours for students, graded assignments, and aided with problem set improvements

Roblox

San Mateo, CA

Software Engineering Intern, Studio Group, Roblox IDE Team

June 2020 - August 2020

- Collaborated with a team to develop and improve the UX of the Roblox development environment, coding in C++

Brain Power

Cambridge, MA

Product Manager Extern, Technical Product Manager Intern

January 2019, June 2019 - August 2019

- Coordinated with stakeholders for development, prototyping, and testing of products to help students with autism

PUBLICATIONS

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- Tiffany Tseng, Jennifer King Chen, Mona Abdelrahman, Mary Beth Kery, Fred Hohman, Adriana Hilliard, R. Benjamin Shapiro. Co-ML: Collaborative Machine Learning Model Building for Beginners (in preparation, available on request)
 - I. Zhou, M. Abdelrahman and S. Abodalo, "Object Permanence in Videos: DNN Performance vs. Human Ability," 2020 IEEE MIT Undergraduate Research Technology Conference (URTC), 2020, pp. 1-7, doi: 10.1109/URTC51696.2020.9668864.

ACTIVITIES

National Youth Science Foundation

June 2020

- Designed lessons and taught machine learning basics to delegates, including back propagation and ethics

Personal Project for MIT Web Lab

January 2020

- Created a typing game with song lyrics, the song playback speed changes relative to user typing speed
- Won Most Unique Concept Award in the Web Lab Competition; monaab.me/projects/lyricala.html

TECHNICAL SKILLS

Python, Swift, Keras, TensorFlow, PyTorch, Web Development (React, JavaScript, HTML, CSS), C++