# NATHAN ELIAS

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## **EDUCATION**

## STANFORD UNIVERSITY - B.S. Computer Science

 Previous Coursework: Data Structures, Programming Abstractions, AI Principles, Linear Algebra, Differential Equations, Statistics, Multivariable Calculus, Digital Electronics

## **EXPERIENCE**

#### InvasiveAI LLC (Internship under Texas Parks & Wildlife Dept.)

#### Founder & Software Engineer (SWE)

- Founded & designed cross-platform AI mobile for offline invasive species detection via Android Studio and React Native & deployed quantized (.tflite) TensorFlow species classification models via optimized mobile CPU/GPU & camera acceleration
- Implemented authenticated Firebase backend storage for users' reportings of 5K+ unique invasive species and created dynamic in-app species distribution maps via Leaflet
- Created mutable AWS S3 containers, AWS Lambda Python programs, and Unix Cron Job schedulers to automatically update and re-train ML forecast maps of invasive species spread
- Maintained app (InvasiveAI) under active chapter of Texas Parks & Wildlife Dept. & prevented/projected 10,000+ real-world instances of invasive species growth. Featured in Forbes Magazine, Entrepreneur Magazine, CBS News, FOX Broadcasting

## UT ODEN INSTITUTE<sup>1</sup>

Undergraduate Machine Learning Research Intern<sup>1</sup>

- Worked with Dr. Chandrajit Bajaj to create transfer-learning-based InceptionV3 Convolutional Neural Networks (CNNs), image augmentation pipelines & semi-supervised GANs for classifying 200+ invasive species with 97% accuracy
- Developed Long Short-Term Memory Neural Networks (LSTMs) for generative, seasonal forecasting of invasive species spread & engineered 1.9+ million novel occurrences & trainable features (i.e. location, temperature, competition, etc.)
- Designed 3D PointNet CNN models to identify 75+ invasive species via 3-D voxel & point-cloud representations of invasive species. Currently working on deploying models to aerial, drone, or vehicular LIDAR systems with SLAM-based mapping

#### Thinkery Children's Museum<sup>2</sup>

Software Engineering Intern<sup>2</sup>

- Built second iteration of tactile learning app (Codex) to teach AI/CS basics via hand-held paper blocks & augmented reality
- Utilized OpenCV contour detection, Tensorflow (.tflite) CNNs, transfer learning & image augmentation pipeline for 3x improvements in app's ML models' speed & accuracy in classifying students' organization of symbolic paper coding blocks
- Developed dynamic in-app augmented reality & 2D character game animations via Google ARCore, SceneForm & Java

## **PATENTS & PUBLICATIONS**

- <sup>1</sup> Deep Learning Methodology for Early Detection and Outbreak Prediction of Invasive Species Growth. 2023 IEEE/CVF Winter Conference on Applications of Computer Vision (WACV) (pp. 6335-6343)
- <sup>1</sup>A Novel Method for Automated Identification and Prediction of Invasive Species Using Deep Learning. 2021 IEEE IEMCON (pp. 1-5)
- <sup>2</sup>A Computer-Vision-Based Mobile Algorithm For Tactile Education. European Conference on Computer Vision (ECCV 2023). IEEE International Conference on Image Processing (ICIP 2022), Asian Conference on Computer Vision (ACCV 2022)
- <sup>1</sup> Elias, Nathan. 2022. Distributed Invasive Species Tracking Network. U.S. Patent filed Oct. 1, 2022. Provisional patent.

## PROJECTS

## Arithmetic Logic Unit (ALU) - Used: Logism, Python

- Constructed 16-bit ALU with assembler, decoder, CLA adders, overflow/memory control & conditional logic (findMax, sort)
- **COVID-19 Classroom Contact Tracing Platform** Used: C++, Data Structures, Python Queries & CSV Libraries
- Designed district-wide system to calculate individual student contact risk of COVID-19 using linked lists, graphs & BFS neighbor searching. Customized infection risk level by class type, proximity to infected neighbors, & classroom layout

Kaggle - Used: TensorFlow, Sci-Kit Learn, Numpy, SQL, PyTorch, Python

Competed in global computer vision/ML challenges on large datasets (top .1% in housing prices & titanic survival prediction)

## ADDITIONAL

Certifications & Training: Deep Learning Sequence, Machine Learning, TensorFlow Spec., MATLAB for Quant. Analysis Frameworks: TensorFlow, React Native, Android Studio, OpenCV, Firebase, AWS, GCP, GitHub, Chaquopy, MeshLab/Spin3D Languages: Python, Java, C++, JavaScript, MATLAB, HTML/CSS, SQL, Verilog

## SELECTED HONORS

- International Science and Engineering Fair (ISEF) Finalist + 4x Special Awards (AAAI Honors, USAID)
- Regeneron Science Talent Search (STS) Scholar/Semifinalist Top 300 Science Fair Project/Researcher Internationally
- ACM Cutler-Bell Prize in High School Computing \$10,000 research prize awarded to 4 students in the United States

## Austin, TX

#### August 2021 - May 2022

Austin, TX

November 2020 - August 2022

Expected 2026

Austin, TX

January 2020 - Present