Marie La

AUGUST 22, 2017 marie-la.github.io mesolude@gmail.com

WORK EXPERIENCE

MAY 2017-AUGUST 2017

Executive Assistant and Office Manager at BIOAGE LABS

Developed systems for internal organization and workspace (internal wiki, calendar). Worked on pilot study for preliminary compounds and finding a new office.

OCT-DEC 2016

Project Manager at OPENAL

Collecting training data for releasing with Universe

 $\label{lem:managed 18} \ \ \text{Contract workers collecing demonstrations of video games for AI research.}$

Responsible for hiring 12 contractors. Credited here: openai.com/blog/universe

DEC 2015,2016

Organizer of WINTER SOLSTICE,

Lead organizer and co-organizer

2015: Planned and directed a 200-250 person event, including coordinating the venue, program, choir, food, and a livestream. 2016: Responsible for finances, PR, and managing

20 volunteers.

FEB-DEC 2015

Research Assistent at Mood and Anxiety Disorders Laboratory, Stanford

Authored and presented research on associations between behaviors and sadness. Collected data using fMRI, managed fMRI data, and wrote scripts to process participant data

using Matlab and Python

EDUCATION

EXP JUNE 2019

Pursuing BS in SYMBOLIC SYSTEMS, Stanford University

Undergraduate coursework: Theory of Computation, Linear Algebra, Content Creation for Virtual Reality, Artificial Intelligence, Data Struc-

tures, Computer Organization & Systems, Game Theory

Affiliations: Stanford Effective Altruism (Current VP), Transhumanist Association (President), Stanford Review (Deputy Editor), Alexander

Hamilton Society (Vice President)

Programming Skills

Basic Knowledge: C++, C, Java, R, Matlab, html/css, Linux, Git Intermediate Knowledge: Python, Machine learning, Javascript

OTHER SKILLS

RESEARCH SCIENTIST: BioAge Labs
PROJECT MANAGER: OpenAl
OFFICE MANAGER: BioAge Labs

EVENT COORDINATOR: Solstice, Stanford Transhumanist Association, BioAge Labs

DATA SCIENCE: Stanford Lab Research Assistant

DESIGN: Multiple commissions, proficient in Photoshop, Illustrator,

Unreal Engine, Blender (Digial art portfolio)