

# ADRIAN SILVA

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## EDUCATION

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**Massachusetts Institute of Technology**  
Bachelor of Science in Physics

**Cambridge, MA**  
Class of 2020

**Physics Coursework:** Classical Mechanics I and II, Electricity and Magnetism I, Vibrations and Waves, Relativity, Quantum Physics I, Statistical Physics I, Experimental Physics

**Mathematics Coursework:** Multivariable Calculus, Differential Equations, Modern Algebra and Group Theory, Real Analysis, Principles of Continuum Applied Mathematics

**Computer Science Coursework:** Fundamentals of Programming, Introduction to Algorithms, Artificial Intelligence, Advances in Computer Vision, Introduction to Machine Learning

## EXPERIENCE

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**United States Patent and Trademark Office**  
*Patent Examiner, Optical Measuring and Testing*

**Remote**  
March 2023 - Present

- Researching inventions to determine whether their inventive concepts overcome prior art
- Promoted after demonstration of increased work efficiency

**Hen Lab (hen-lab.com)**  
*Undergraduate Researcher*

**Laboratory for Nuclear Science, MIT**  
January 2017 - December 2017

- Created detector efficiency histograms used by the rest of the group for weighting data
- Tested thresholds on kinematics using simulated particle data
- Created a data analysis pipeline for reconstructing beam energy in the CLAS detector at Jefferson Lab
- Presented energy reconstruction workflow at poster session at Conference Experience for Undergraduates at Division for Nuclear Physics meeting of APS in Pittsburgh, Oct. 2017
- CEU judged that this project was of high quality and paid for travel and lodging.

## PROJECTS

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- **Unfretted Tapboard**  
A musical instrument, much like an unfretted Harpejji, which I designed and created after I could not find it on the market. Currently working on a sustain modification.
- **Thermometer Computer Vision**  
Used computer vision to detect the angle of a thermometer needle to measure temperature; compared result to current forecast to discard egregiously incorrect measurements
- **AR Pong**  
A pygame implementation of Pong which uses the camera feed to detect AprilTags to use as paddles.
- **Web Bots**  
A Python 2 bot to play the Wikipedia Philosophy Game: the bot clicks the first link of the requested article and recurses until arriving at Philosophy

## SKILLS

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- **Programming:** Python (experienced), C++ (intermediate), Ubuntu Linux (some bash scripts)

## HOBBIES

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- Composing piano sonatas/ballades, improvising. Publishing here
- Designing musical instruments
- Learning guitar, learning to play unfretted tapboard