es eterna

Achievements & Contributions

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This record is presented in recognition of contributions to Eterna, the internet-scale molecular design platform. Verify authenticity of this record at: https://eternagame.org/certificate/20

ISSUED April 19, 2024

PLAYER DETAILS

PERSONAL NAME rhiju

PLAYER NAME rhiju

REGISTRATION DATE January 2010

GLOBAL RANK 1,064 of 215,579

PUZZLES CLEARED 295

PUZZLES CREATED 2

TUTORIALS CLEARED 4/5

ADVANCED TUTORIALS CLEARED 9/10

Eterna puzzles are created by the Eterna team or players. They invite players to devise effective procedures for pairing nucleotides in hypothetical or biologically-inspired RNA strands.

Learn more on rhiju's player profile: https://eternagame.org/players/20



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PUBLICATION CONTRIBUTIONS

Contributions towards pre-print or peer-reviewed scientific publications.

1. RNA DESIGN RULES FROM A MASSIVE OPEN LABORATORY

February 2014 Proceedings of the National Academy of Sciences Author

- 2. PRINCIPLES FOR PREDICTING RNA SECONDARY STRUCTURE DESIGN DIFFICULTY
- February 2016 Journal of Molecular Biology Author

3. ETERNABRAIN: AUTOMATED RNA DESIGN THROUGH MOVE SETS FROM AN INTERNET-SCALE RNA VIDEOGAME

June 2019 PLOS Computational Biology Author

4. RNA SECONDARY STRUCTURE PACKAGES EVALUATED AND IMPROVED BY HIGH-THROUGHPUT EXPERIMENTS

October 2022 Nature Methods Author

5. SENTRNA: IMPROVING COMPUTATIONAL RNA DESIGN BY INCORPORATING A PRIOR OF HUMAN DESIGN STRATEGIES

March 2018 Preprint Author

6. THEORETICAL BASIS FOR STABILIZING MESSENGER RNA THROUGH SECONDARY STRUCTURE DESIGN

September 2021 Nucleic Acids Research Author

7. CROWDSOURCED RNA DESIGN DISCOVERS DIVERSE, REVERSIBLE, EFFICIENT, SELF-CONTAINED MOLECULAR SENSORS



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Rprite 2022 gs of the National Academy of Sciences Author

8. PROSPECTS FOR RECURRENT NEURAL NETWORK MODELS TO LEARN RNA BIOPHYSICS FROM HIGH-THROUGHPUT DATA

December 2017 Preprint Author

9. COMBINATORIAL OPTIMIZATION OF MRNA STRUCTURE, STABILITY, AND TRANSLATION FOR RNA-BASED THERAPEUTICS

March 2022 Nature Communications Author

10. REDESIGNING THE ETERNA100 FOR THE VIENNA 2 FOLDING ENGINE

August 2021 Preprint Author

11. DEEP LEARNING MODELS FOR PREDICTING RNA DEGRADATION VIA DUAL CROWDSOURCING

December 2022 Nature Machine Intelligence Author

12. COMMUNITY SCIENCE DESIGNED RIBOSOMES WITH BENEFICIAL PHENOTYPES

February 2023 Nature Communications Gameplay Contributor, Author

13. MINIMIZATION OF THE E. COLI RIBOSOME, AIDED AND OPTIMIZED BY COMMUNITY SCIENCE

January 2024 Nucleic Acids Research Author

DESIGN SUBMISSIONS

Contributions towards Eterna biomedical challenges experimentally tested through in-vitro synthesis and structure





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mapping measurements.

| | | TESTED | BEST (%) |
|---|----|--------|----------|
| A codon riboswitch | 47 | 0 | 94 |
| Bulgeless Cross | 1 | 0 | 0 |
| Classic Eterna | 1 | 1 | 83 |
| Cloud Lab 20 - Random 4 by mat747 | 1 | 0 | 67 |
| Codon riboswitch [arginine] | 59 | 0 | 0 |
| Codon riboswitch [histidine] | 63 | 0 | 0 |
| Codon riboswitch [repeat of tryptophan] | 47 | 0 | 0 |
| Eterna History Tour - Introduction to Lab | 2 | 1 | 87 |
| First Player Project | 1 | 1 | 79 |
| miRNA Switch Lab round 2 for Rhiju's class | 1 | 1 | 65 |
| MS2 Cooperative Binding | 5 | 5 | 74 |
| MS2 Cooperative Binding - Round 3 | 5 | 5 | 74 |
| One Bulge Cross | 1 | 0 | - |
| OpenCRISPR - Controls | 21 | 0 | - |
| OpenKnot Round 1 | 92 | 43 | 47 |
| OpenRibosome Pilot Challenge | 1 | 0 | 50 |
| OpenRibosome Pilot Challenge Warm-up | 1 | 0 | - |
| OpenVaccine B.1.617 with Pseudouridine | 1 | 0 | - |
| OpenVaccine: [Round 6] Focus on Nanoluciferase mRNA | 4 | 0 | 94 |
| Pseudoknot Challenge: Pilot round | 1 | 1 | 48 |
| Pseudoknot Detective | 1 | 0 | - |
| Testing 3D structure prediction of G/G mismatches (boosts!) | 16 | 0 | 92 |
| Testing for crazy conformations of tandem G/A and A/G pairs | 18 | 0 | 86 |
| Testing Lab mgotrik | 5 | 0 | - |
| The Finger | 2 | 0 | 0 |



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TOTAL (#): The total number of design submissions made to an Eterna challenge.

TESTED: The total number of design submissions made to an Eterna challenge that were experimentally tested. BEST (%): Player's best score (as a percentage) for experimentally tested design submissions made to an Eterna challenge

