Andrew Nolte

Austin, Texas
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EDUCATION

UT AUSTIN
B.S. in Computer Science
Turing Scholar
(CS Honors)
May 2022

LINKS

Github:// **AndrewNolte**
LinkedIn:// **andrew-nolte**
Website:// **andrewnolte.github.io**

COURSEWORK

Computer Vision Stanford Online
Machine Learning
Differential Equations
Honors Courses
Artificial Intelligence
Algorithms and Complexity
Operating Systems
Computer Architecture
Data Structures
Discrete Math

MISC. PROJECTS

Tamuhack 2019: Carma
Partial ARM Emulator
Critters (interpreter)
Treaps Implementation
Boggle Game
Markov Text Replicator
Image Convolutions

SKILLS

Over 5000 lines:
Python • C++ • Java
• Robot Programming
Over 1000 lines:
C • Web Stack • React.js • Verilog
Familiar:
React Native • SQL
Tools:
Git, Vim, Webflow, Glide,
Keras/Tensorflow, Docker

EXPERIENCE

FACEBOOK May 2020 – August 2020 | Menlo Park, CA (virtual)
Software Engineering Intern, Misinformation Team

APPLIED RESEARCH LABORATORIES June 2019 – December 2019 | Austin, TX
Software Engineering Intern
Hurricane Harvey Damage Assessment

- Experimented with machine learning techniques in python, delivering both a tile-based classification model and a pixel-based classification model for identifying areas of damage.

Underwater Robot

- Produced OpenCV solution for a tracking problem.
- Linked up code with simulator, greatly increasing development speed.

PROJECTS

PARSEARGS December 2019
A simple open source project that turns functions into command line functions

FPGA FLIGHT CONTROLLER May 2019
Part of a small team that wrote flight control code in verilog, including PID Control, Motor Mixing, and communication protocols, resulting in a flyable FPV drone.

HACKDFW 2019: SYNTYPE Feb 2019
Built recurrent neural network in Python to identify difficult keystroke patterns from real time keyboard input, typing Java code scraped from Github.

WEBCRAWLER AND QUERY ENGINE Dec 2018
Crawled and efficiently indexed a web into a custom data structure.
Made query engine using shunting yard algorithm, supporting complex boolean logic queries. (Essentially made Google Search clone)

TETRIS, TETRIS AI Oct 2018
Programmed Tetris game and Tetris AI in Java, trained using genetic algorithm. The final algorithm is able to clear millions of lines.

MOTION PLANNER APPLICATION Fall 2017
Made open source path planning application for robotics, speeding up autonomous development for multiple teams.

HONORS / ACTIVITIES

2018-	Turing Scholars Student Association
2018-	Association for Computing Machinery
2016-2018	Vortx 3735 (Klein ISD Robotics Team), Programming Captain
2010-2018	Boy Scouts of America, Eagle Scout with bronze palm
2015-2018	Zeta Omicron (High School CS honor society)
	Placed in various UIL CS competitions, 8th in HP CodeWars 2017