ERIC KARSCHNER

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EDUCATION

BS Computational Mathematics | Rochester Institute of Technology 2019 - 2023

GPA: 3.86



EXPERIENCE

Software Engineering Intern | Datadog | Jan 2022 - Aug 2022

Spearheaded and completed project to overhaul Service Resource page in React app and created unit and synthetics tests to ensure performance. Measured performance of and evaluated WebAssembly for performance tuning.

(React)(Typescript)(Redux)(Go)(WebAssembly)

Android Development Intern | Robinhood

May 2021 - August 2021

Created extensible, reusable disclosure flow, optimized for reuse throughout the Android application. Obtained and visualized relevant metrics, including user feedback.

Android Kotlin XML Dagger/Hilt

Software Engineering Intern | CUBRC, Inc. # Jan 2021 - May 2021

Worked on a variety of research projects, with technologies including deep neural networks, computer vision, and other machine learning models. Developed a model to detect misinformation in images, using BERT and NLP.

Computer Vision Neural Networks TF-IDF BERT NLP

Software Engineering Extern | Major League Hacking

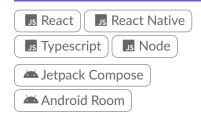
iii Oct 2020 - Dec 2020

Worked with a team to develop a mobile application to improve communication and information retention for the 101st division of the US Army.

React Native Expo Javascript

FRAMEWORKS

LANGUAGES



ACTIVITIES

Computer Science House | csh.rit.edu

R&D Director Dec 2020 - Dec 2021

Responsible for aiding, encouraging, and evaluating member participation in technical projects.

System Administrator April 2021
 Present

Assisted in maintaining and moderating critical infrastructure, including Ceph storage servers.

LIBRARIES



PROJECTS

Jeopardy! | C EricKarschner37/Jeopardy

A replication of the classic game show Jeopardy!, with a React frontend, Android application, and Go backend.

React.JS Kotlin Go WebSockets Jetpack Compose

CSH AnDrink | C EricKarschner37/AnDrink

An Android client for the Computer Science House on-floor networked vending machines, using the MVVM architecture, the Android Room library for data persistence, and the Fuel library for making network calls.

Kotlin Android Room MVVM OAuth v2