Miles Fritzmather

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EDUCATION

The University of Texas at Austin, *Austin, TX*   *Expected Graduation - May 2029*
Bachelor of Science in Computer Science and Mathematics
  - *Minor in Philosophy, Political Science, and Economics*

EXPERIENCE

Longhorn Developers • *Club member at University of Austin*   *Austin, TX • September 2025 - Present*
  - Developing an open source chrome extension to streamline and simplify 4-year academic planning for UT students.
  - Working on a large team of software engineers, designers, and product managers to formalize and optimize work flow
  - Work involves code review, feature planning, and project documentation to maintain high-quality, maintainable code.
  - Primary tools in the tech stack include: React, Typescript, Tailwind CSS, and WXT for extension specific development.

Accutime • *Head of Company - Start up*   *Austin, TX • December 2024 - Present*
  - Head of a startup building productivity software for lawyers
  - Meeting with law firm partners to promote our product and research potential features for interested users
  - Developing algorithms and machine learning models to safely and securely analyze complex and natural language inputs from users and convert them into time worked over the past month for users.
  - Building a public website for users to learn about, sign up for, use, and pay for the service with a focus on UX.
  - Our tools are React, Tailwind CSS, ShadCN, PostHog, AWS Database, Netlify, and Render for our custom AI models.

BioBQ • *Computer Science Research Intern*   *Austin, TX • August 2024 - June 2025*
  - Worked as an intern in a group of 5 other students building software to improve cultured meat production.
  - Researched recent advancements in cultured meat tech through scientific papers for frontier research to focus on.
  - Presented research results and key takeaways at an end-of-year open-floor research fair with students and industry.
  - Developed two software projects that were selected for continued development

Hilliard & Shadowen LLC • *Technical Consultant*   *Austin, TX • September 2024 - December 2024*
  - Worked as a contracted consultant and programmer for a multi-billion dollar law firm.
  - Secured a consulting role by independently proposing the position, and demonstrating technical expertise.
  - Served as the sole developer to design and implement an automation tool for an internal workflow challenge.
  - Collaborated with company leadership to define project requirements, timeline, and deliverables.

PROJECTS

HackTX Winner: Politicosmos • *ThreeJs, React, TS, SQL, Website development, NextJS*   *Oct 2025*
  - Won 1st place out of 103 teams competing in novice category for the 24 hour HackTX hackathon
  - Created a website leveraging ThreeJS for users to explore congressional bills in a 3d space
  - Focused UI/UX design on condensing and embedding information into simple and navigable user interfaces

Law Analyzer • *Python, PDFMiner, PyPDF*   *September 2024 - December 2024*
  - Built a Python program using PDFMiner and PyPDF to analyze large legal PDFs and transform the natural language into analyzable Excel files for the law firm to more easily format, search, and understand.

Ultrasonic Doppler Imaging Analyzer • *TensorFlow, Python, Machine Learning*   *August 2024 - June 2025*
  - Developed a Python program that utilizes fast Fourier transforms and machine learning on ultrasonic Doppler imaging to non-invasively and automatically estimate the confluency and viability of cells inside a bioreactor.

Machine Vision Meat Quality Detector • *YOLO, Python, Machine Learning*   *August 2024 - June 2025*
  - Produced a Python program utilizing a custom-trained YOLO model to detect and classify whether meat samples are viable to sell or if they are rotten.

Unity Video Game: Abaddon • *Unity, C#, Game Design, Game Programming*   *July 2024 - Present*
  - Developing a professional 2D video game with a group of 8 in the Unity game engine for market.
  - Designing and maintaining underlying systems and project structure for other programmers on the team.

PROGRAMMING SKILLS

Frontend design, Frontend programming, website backend, NextJS, video game programming, video game design, Unity game engine, data structures, machine learning (ML), AppleScript, SwiftUI, working on open-source projects, user experience design (UX), user interface design (UI)**,** React, Typescript (TS), Tailwind CSS, HTML, CSS, Javascript (JS), SQL, Python, PDFMiner, PyPDF, TensorFlow, Pandas, Java, C++, C#, YOLO, Git, GitHub, Netlify, SingleStore, PostHog, APIs, Logisim