Joseph Krusling

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Work Experience

Epic Systems *Software Developer* *June 2020 - January 2021*

- Trained a predictive model to determine which patients are likely to need special care once discharged from the hospital, allowing coordinators to handle roadblocks earlier on.
- Accelerated nightly data warehouse ETL processes by several hours by optimizing SQL queries.
- Built improved bed management and interoperability workflows using React and Typescript.

EST Analytical *Software Engineer* *August 2018 - June 2020*

- Developed a full stack web application using React, Typescript and PostgreSQL, enabling flavor scientists to access marketing and safety data by scanning bottles with a phone camera.
- Designed a new instrument control application using Electron, React, TypeScript, and Java.

84.51˚ *Software Engineering Co-op* *May 2019 - August 2019*

- Created web service for validating and deploying machine learning models using Java Spring and Python microservices, Apache Spark, and Angular.
- Reduced the deployment time of new predictive models from the span of weeks to hours, improving the relevance of offers delivered to millions of grocery shoppers.

Siemens PLM Software *Software Engineering Co-op* *May 2017 – May 2018*

- Created and deployed machine learning models to AWS using TensorFlow and SageMaker.
- Designed a web service for orchestrating test runs across a cluster of computers using Node.js and automated the testing of a business-critical web application.

Technical Skills

Languages

Java, JavaScript, TypeScript, SQL, Python, C, C#, M (MUMPS), BASH/Shell scripting

Technologies

AWS and Google Cloud, React, Vue, GraphQL, Git and GitHub, Docker, TensorFlow, Linux, Spring

Education

University of Cincinnati *May 2020*

Bachelor of Science in Computer Science 3.5 GPA

Personal Projects

Detecting Drones using TensorFlow, OpenCV, Python *2019-2020*

- Developed a computer vision system for rapidly identifying the position of drone by fusing positional data from multiple cameras. Achieved room-scale localization accuracy of 2cm.

Real-time Programming Game *2018*

- Developed a full-stack multiplayer game where players write their own code to play. Built a backend server using Node and front end interface using HTML5 Canvas and React.