

# Justin Stitt

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## EDUCATION

**B.S. Computer Science**  
California State University, Fullerton

**Graduation Date:** May 2023  
**GPA:** 3.6

## WORK EXPERIENCE

**GOOGLE** | SWE Intern | Mountain View, CA

**May 2022 – Aug 2022**

- Contribute patches to the Linux Kernel to further enable Clang/LLVM build support while decoupling Google assets from GCC
- Improve LLVM build times by 2.1% through profiling and optimization efforts ultimately reducing build costs for Google

**GOOGLE** | STEP Intern | Remote

**May 2021 – Aug 2021**

- Perform analysis on internal data to determine its usefulness within a binary classifier feature space using SQL and Python
- Preprocess, slice, and organize data for use as input and labeling features using Pandas and NumPy
- Improve advertiser experience and secure revenue for Google by automating the appeals prediction process
- Utilize TensorFlow to design, train, and evaluate a neural network's performance across various metrics

**CALIFORNIA STATE UNIVERSITY, FULLERTON** | Supplemental Instructor

**Jan 2020 – Present**

- Communicate complex topics regarding **C++** and **data structures** to groups with varying levels of understanding
- Prepare engaging study sessions and materials in accordance with lecture topics

## PROJECTS

**TUFFYHACKS 2021 & 2022 WINNER: BEST OVERALL** | 24 Hour Hackathon

**March 2021, March 2022**

Conscious Camper (2021): A sustainability passion project completed in under 24 hours!

- Implement Google's Places API, OpenWeather API, and a machine learning model to evaluate potential campsites
- Crypto Clicker (2022): An interactive experience demonstrating the strain that cryptocurrency has on our planet
- Procedurally generate decaying planet model due to the thinning atmosphere caused by Bitcoin mining.

**X3D PARSER** | Parses XML-like files for use in Ray Tracing

**Apr 2022**

- Generate mesh geometry data from Blender-exported x3d files using triangle vertices
- Configure import/render workflow for newly-generated mesh files into a QT-enabled C++ Ray Tracer

**SOCIAL DISTANCING SIM** | A Simulation of How Social Distancing "Flattens the Curve"

**May 2020**

- Design a physics-based simulation in Python that correlates collisions to real-time infections. Simulation allows the modification of a "social distancing ratio" that corresponds to the number of people staying at home.
- My findings show that it takes just under 300 days for all subjects to become infected with a 10% social distancing ratio and around 1,000 days with a 70% social distancing ratio.

**PHILOSOPHY AI** | Generate New Never-Before-Seen philosophical Quotes

**Oct 2020**

- Scrape XML and HTML web data using Python to build a philosophical corpus.
- Use a Markov chain to generate new philosophical quotes and post them to Instagram overtop a nature-themed image.

**OPENAI GYM** | Develop Machine Learning Models to Compete in OpenAI's Gym Environment

**Oct 2020**

- Study Deep Learning and develop competent ML models to play classic Atari Games like Breakout and Lunar Lander
- Implement Convolutional Neural Networks and Genetic Feed-Forward networks with TensorFlow, PyTorch and Flux.jl

## LEADERSHIP

**ASSOCIATION FOR COMPUTING MACHINERY (ACM)** | Artificial Intelligence President

**Aug 2022 – Present**

- Lead workshops in accessible **Artificial Intelligence** alongside engaging and informative content

**INTERNATIONAL COLLEGIATE PROGRAMMING CONTEST (ICPC)** | Team Lead

**Feb 2022**

- Prepare and organize team notes and strategies for various complex algorithms

## SKILLS

**Languages:** Python, C/C++, Julia, Ruby, Java, Go, JavaScript, C#

**Machine Learning:** TensorFlow, PyTorch, OpenAI Gym

**Web Development:** Svelte, React, Flask, Django, RubyOnRails

**Technology:** Git, Shell, CI/CD, AWS,  $\LaTeX$ , Googling