

Karner David

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EDUCATION

University of Texas at Austin

Austin, TX

GPA: 3.87

Expected Graduation Date: May 2026

- Major: Computer Science
- CS Classes Taking: Operating Systems
- CS Classes Taken: Intro to Programming, Discrete Math, Data Structures, Computer Architecture

Klein Collins High School

Spring, TX

GPA: 5.7024/6

Graduation Date: May 2022

- Rank 2 of 769
- STEM Focus: Mathematics

EXPERIENCE

IT Intern/Instructor

June 2023 – August 2023

Lavner Education

Houston, Texas

- Troubleshooted any hardware and app problems
- Successfully debugged all code students had issues with
- Effectively taught students the foundations of coding with a main focus of having fun.

COMMUNITY & LEADERSHIP

Member

January 2023 - June 2023

Texas Convergent

Austin, TX

- On the Digital Arts and Media Build Team
- Specialization in the technology creation
- Front End developer on app called Bzzaart

Member

August 2022 - Present

Society of Asian Scientists and Engineers

Austin, TX

- Actively participated in club events like profit shares and intramurals
- SASE Men's Intramural Basketball
- SASE Co-ED Intramural Volleyball

Volunteer

January 2022

UT Austin Competitive Certamen

Austin, TX

- Helped lead high school students around UT buildings
- Moderator for rounds 1-3 who read and administered the questions
- Score keeper for final novice round, keeping track of scores and announcing them every 5 sets.

PROJECTS

Personal Website

January 2023 – Present

- Website simply about me and the photos/films I make.
- GOAL: To have a platform to post my content so that my relatives all around the world can see.
- GOAL: Learn HTML, CSS, and Javascript

Bzzaart

January 2023 – June 2023

- Marketplace for small artists and artisans to sell the creations.
- CAUSE: Give equal exposure to small artists instead of being overshadowed by larger artists.
- Swipe left and right on artists' artwork, chat with artists for commissions, ONLY 5% transaction fee.

TECHNICAL SKILLS

Languages: Java, Python, C, CSS, HTML, Javascript

Frameworks: Unity, GameMaker Studio 2