

# Kristian Mischke

Software Engineer

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Problem-solver and thinker with over six years of experience in the industry. I enjoy video game development and am very passionate about utilizing AI and ML to help people with their data. I'm working towards a long-term goal of reforming education by bringing it up to speed with modern technology and learner-centric approaches.

## Experience

### Associate Software Engineer

August 2021–Present

#### [Ronday Technologies LLC](#)

Remote

- Adapted quickly to changing requirements and priorities, demonstrating flexibility and a growth mindset in a dynamic startup environment.
- Conducted thorough code reviews and provided constructive feedback to peers, fostering a culture of collective learning and high-quality code standards.
- Pursued R&D in [Generative AI](#) and within a week, rapidly developed a [GPT-4](#) prompt 3D sandbox world demo.
- Reduced time to add new backend object types from days to minutes by implementing a generic object data structure stored in [Postgres](#) and validated by JSON schemas, streamlining the development process.
- Integrated [Mixpanel](#) analytics for data-driven decision-making, enabling the team to make informed decisions and improve overall application performance.
- Successfully integrated [Unity WebGL](#) building, automated asset exporting, and hosting addressable assets on AWS, improving time to enter platform providing the user with a seamless experience.
- Managed Dev-Ops build pipeline with [Concourse](#), ensuring a unified build process for optimal simplicity and efficiency.
- Demonstrated a deep understanding of end-to-end networking stacks, contributed to distributed realtime backend architecture powered by [SignalR](#), [Redis](#), and [Postgres](#).
- Doubled the number of users capable of being in a space at a given time, by unifying the network paradigm.

### Data Science Research Intern

March 2021–July 2021

#### [RedShred LLC](#)

Catonsville, MD

- Fine-tuned [RoBERTa](#) for classifying emails with .909 median f1-score, which outperformed the 0.78 of the prior models.
- Annotated naval document dataset with [Label Studio](#) to train task-specific models for segmenting documents and extracting key actors and events with [NER extraction](#).
- Highlighted key connections found in naval reports displaying actors, weather events, and locations in a custom interactive dashboard made with [streamlit](#)
- Used [MLFlow](#) to manage experiments and track metrics during model training which improved collaboration with team members.

### Junior Programmer

Jan 2018–July 2021

#### [Mohawk Games LLC](#)

Linthicum, MD

- Integrated [mod.io API](#) into [Old World](#); added support for modding with AssetBundles and for Translation mods.
- Developed a Text Manager class integrating Mohawk's localization system with hierarchical text generation
- Implemented the in-game "Event Browser" tool in [Old World](#) that allows designers and writers to easily modify and create XML files for in-game events.
- Wrote a [Unity](#) tool that allows developers to observe the dependency relations of Unity assets.

## Education

### University of Maryland, Baltimore County

May 2021

Bachelor of Science, Computer Science (Game Development Track) Minor in Applied Linguistics  
3.936 GPA Outstanding Senior in Computer Science

### Continued Learning

Secure Code Warrior: In-depth OWASP Top 10 Awareness

2022

[CD.Training: TDD & BDD - Design Through Testing](#)

2023

## Projects

### Recurring Moment

Spring 2021

- Conceptualized, Pitched, and Prototyped original idea during the first 3 weeks of class.
- Acted as Lead Designer and interfaced with the Art & Programming teams at weekly meetings.
- Project management with **SCRUM** development sprints and burndown charts
- Implemented core mechanics and sparse data structures to store time-travel data.

### GroupFormer

Spring 2021

- **AGILE** and **GitFlow** frameworks for development sprints
- Developed front-end form for setting up the GroupFormer project using **Django**, **HTML**, and **JQuery**.
- Collaborated with teammates to develop algorithm for scoring participant groupings.
- Integrated Django authentication to secure instructor's forms.

### Data with a K

2022-Present

#### Devs with a K LLC

- Ideated data abstraction layer to handle different kinds of data.
- Architected data pipelining suite in **Python** backed by **Cassandra** and **Redis**.
- Developed receipt processing API that stitches multiple receipt images together uses **OCR** to extract receipt items and costs.
- Accelerated knowledge of using **Docker** with Nvidia GPUs and AMD RoCM APUs for **Machine Learning** applications.
- Implemented security standards with password rotation using **Vault** and authentication with **Auth0** JWTs

### Schess: A Chess Battle-Royal Variant

Aug 2020-Present

#### [schessgame.com](https://schessgame.com)

- Acted as the Lead Programmer during a 48-hour game jam with three other friends.
- Responsible for game-logic, and networking code using **Remote Procedure Calls (RPCs)** with **Photon Unity Networking (PUN)** in the **Unity 3D** game engine.

### Applying the Cascaded Finite State Grammar Induction Model to Trading Card Game Corpora

Fall 2020

#### CMSC 473 Intro to NLP Class @ UMBC

- Proposed the original idea for [this final group project](#).
- Implemented-with a group of 3 peers-a **Grammar Induction** algorithm in **Python** from an academic paper that uses a cascaded chunking algorithm with **HMMs**.
- We analyzed model performance using perplexity, and we applied it to Trading Card Games like *Magic: the Gathering*, *Yu-Gi-Oh!* and others.

### Linux Chess Kernel Modules

Spring 2020

#### CMSC 421 Operating Systems class @ UMBC

- Implemented a device module in **C** to store and manage chess game states across multiple file pointers; with the option to play against an AI opponent using the min-max with alpha-beta pruning algorithm.
- Only student out of the three sections of the course to complete all the extra credit and be eligible for the course-wide tournament.

### Other Note-Worthy Classes from UMBC

2020

- *Computer Graphics* (Spring 2020) Implemented **ray-tracing** algorithm in **C++**. Used shaders and GLEW and GLSL to push vertices to the render pipeline. We used **Git** version control to track progress.
- *Graphics for Games* (Fall 2020). Navigated the **Unreal Engine C++** source code. Projects focused on implementing graphics algorithms as Blueprints, Plugins, and Engine modifications.

## Volunteer Work & Clubs

### Volunteer Tutor

2014-2021

#### Crossroads Homeschool CO-OP

Baltimore, MD

- Managed classes containing about a dozen Middle- or High-School students

- Developed HS Programming curriculum based off the book [Learning Processing](#) by Daniel Shiffman.
- Taught students about variables, program flow, and basic problem-solving using [Scratch](#) by MIT.
- Integrated my [YouTube video tutorials](#) for individualized instruction for the 2018-2020 School Years.
- Utilized the [CodeHS](#) online curriculum for managing and tracking student assignments for a HS Web Design class.

## **Member & Project Lead Programmer**

**Fall 2018–Fall 2019**

### **UMBC Game Developers Club**

- Acted as Lead Programmer for [Role Playing Gamble](#), one of the club 2018-2019 games.
- Managed tasks with a group of 2 other programmers throughout the duration of the project, using [Git](#) for versioning & merging and [Unity 3D](#) & [C#](#) technologies for development.