

SAMUEL KNORR

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EDUCATION

University of Virginia, School of Engineering and Applied Sciences, Charlottesville, VA

May 2025

B.S. Computer Engineering Minor in Engineering Business

- GPA: 3.7/4.0
- Relevant Courses: Intro to Computer Programming - Data Structures and Algorithms 1 & 2 - Computer Systems and Organization 1 & 2 - Electrical and Computer Engineering Fundamentals 1 & 2 - Software Development Essentials - Discrete Math - Probability - Intro to Cybersecurity - Intro to Embedded Computer Sys. - Artificial Intelligence

EXPERIENCE

DevOps Engineer Intern, HMI - ASML Holding, San Jose, CA

Summer 2024

- Implemented JFrog Artifactory build info feature into build pipeline. Displays build metadata to assist in analysis. Automated data collection and publish processes utilizing PowerShell scripting and artifactory CLI commands. Metadata included environment variables, associated Jira issues, git logs, artifacts, and dependencies.
- Updated over 40 bamboo agents to operate with latest GCC compiler. Tested in Kubernetes Lens and local Docker image. Utilized Microsoft Azure to put updated agents to production.
- Gained understanding of the CI/CD and agile software development processes while completing projects and assisting in spring planning.

Software Engineering Intern, ASML Holding, Wilton, CT

Summer 2023

- Led a project leveraging Github actions to analyze git runner health on set intervals and deploy a website wallboard using JS and JQuery to show updates on local office TV, accomplished project 2 weeks before deadline.
- Devised another project with Github workflows, Python, and Jira Rest API to automatically create dozens of reminder tickets for AIs and TLs to help organize and facilitate scheduled releases, automated to be repeated for every release and populate necessary Jira calendars. Completed 1 week ahead of schedule.
- Learned about web development life cycle through these projects which were both pushed to production. Gave a presentation demoing both of these projects to team and key stakeholders.

PROJECTS

Job Application Management

Summer 2023

- Developed job application tracking website with React and deployed using AWS Amplify, included log in screen leveraging AWS for a backend to store users/saved job applications, included export to CSV feature to download applications to users' computer, implemented ability to give job recommendations using OpenAI's API.

Class Review Project

Spring 2023

- Designed project with Java, JavaFX GUI, and SQLite. Developed an app allowing users to sign in or make an account and then leave a review for a class or see already created reviews. Used SQL to check if a class was already added by a user. Usernames and classes stored in two databases.

Mock Wordle

Spring 2023

- Utilized Java and JavaFX GUI to construct a functioning wordle game similar to the NYT web game. Employed both white and black box unit testing to ensure a polished project free of bugs and provide positive user experience.

Two-Player Python Game

Spring 2022

- Collaborated with another developer to build a two player Python game. Utilized sprites, tracking, and key inputs to form a 1v1 "shooter" game including moving sprites and health bars along with a game over screen allowing for seamless replayability.

SKILLS

Python - Java - HTML - CSS - C++ - JavaScript - Powershell Scripting - React - Git - Github Actions - JIRA - Agile Software Development - Scrum Development - SQL - Matlab - REST API - Unit Testing - Docker - Bamboo - JFrog Artifactory - Kubernetes Lens

ADDITIONAL INFORMATION

AWS Certified Cloud Practitioner, August 2023-August 2026

Personal Portfolio: <https://www.samuelknorr.com/>

LinkedIn: <https://www.linkedin.com/in/samuel-knorr-8b924216a/>