

SAMUEL KNORR

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EDUCATION

University of Virginia, School of Engineering and Applied Sciences, Charlottesville, VA
B.S. Computer Engineering Minor in Engineering Business

August 2021 - May 2025

- GPA: 3.77/4.0
- 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.

EXPERIENCE

Software Engineering Intern, ASML Holding, Wilton, CT

Summer 2023

- Employed in the D&E SDev DevOps team and learned skills including GitHub actions and pages, Jira, agile software development, jQuery, and Rest API.
- 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.
- Designed 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.
- Produced a presentation demoing both projects to team and key stakeholders at end of internship.

Aquatics Supervisor, University of Virginia, Charlottesville, Va

January 2022 - May 2023

- Managed lifeguards across two rec centers, delegating and completing projects, including installation of new lane lines and building schedules.
- Led examination of new hires and monthly in-service assessments. Registered member equipment usage.

PROJECTS

Developer, Job Application Management, Fairfield, CT

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.

Developer, Class Review Project, Charlottesville, Va

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.

Developer, Mock Wordle, Charlottesville, Va

Spring 2023

- Utilized Java and JavaFX GUI to build 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.

Developer, Two-Player Python Game, Charlottesville, Va

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 replay ability.

SKILLS

Python - Java - HTML - CSS - C++ - JavaScript - React - Git - GitHub Actions - JIRA - Problem Solving - Agile Software Development - Scrum Development - jQuery - SQL - MATLAB - Polaron - REST API - Microsoft Office - JSON - Unit Testing

CERTIFICATIONS

- AWS Certified Cloud Practitioner, August 2023-August 2026.

HONORS AND AWARDS

- Fairfield University Excellence in Mathematics and Science Award - Fairfield University - May 2020
- Eagle Scout - Boy Scouts of America
- Dean's List - University of Virginia - Fall 2021 - Spring 2022 - Fall 2022 - Spring 2023