TJ LIEBSCH

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EXPERIENCE

AI ENGINEER INTERN/PROJECT MANAGER, RADICAL X   MAY 2024 – AUG 2024
REMOTE
- Started as an AI developer and promoted to team lead in the first 3 weeks of my project and promoted again two weeks later to project manager
- Trained on the current technology used to develop AI using GCP
- Utilized LangSmith and Google Cloud Monitoring to keep my AI's upkeep costs low
- Enhanced the efficiency of the AI by becoming proficient at prompt engineering
- Collaborated alongside 4 team members to develop AI tools for Radical X that will be used to assist 250+ teachers in the alpha phase this year
- In between team goals, I independently solved problems that other teams need help solving

BACKEND DEVELOPER, SAINT MICHAEL CINEMA   JAN 2024 – APR 2024
SAINT MICHAEL, MN
- Developed alongside 3 frontend developers developed an event booking website with an admin page using react.js, an API, git and Azure SQL as a database
- Built all the connections from the webpage to the database using Swager UI as an API
- Worked with an area client to create a general event booking website

CLIENT COORDINATOR, PS PUBLISHING   MAY 2017 – MAY 2024
ARLINGTON, SD
- Managed donor information through our contact management system by creating databases to help manage more than 9,000 different contacts
- Constructed and coordinated client donation routes with Microsoft Office to efficiently fundraise more than $70,000 for the company
- Display IT skills by install and preform maintenance on all new equipment and software to allow us to complete our project in time

PROJECTS

APPLIED UNDERGRADUATE RESEARCH PROJECT, SE 342   OCT 2023 – DEC 2023
ST. CLOUD STATE UNIVERSITY (SCSU), ST. CLOUD, MN
- Released a video game to itch.io to help people learn three basic C++ coding concepts
- Led a team of four individuals and presented our progress every two weeks

OPTICAL CHARACTER RECOGNITION (OCR) PROJECT, HUSKIES INVENT   APR 2022
ST. CLOUD STATE UNIVERSITY (SCSU), ST. CLOUD, MN
- Developed a working prototype for one of the five obstacles presented by Coldspring
- Communicated effectively with the judges and coordinators to allow our team of seven to present a project that solved the obstacle presented by Coldspring

EDUCATION

BACHELOR OF SCIENCE IN SOFTWARE ENGINEERING   AUG 2021 – MAY 2025
ST. CLOUD STATE UNIVERSITY (SCSU), ST. CLOUD, MN
- GPA 3.46/4
- Member of National Honor Society

TECHNICAL SKILLS

- Programming Languages: C#, C++, Python, Java, HTML, CSS, React
- GCP, Vertex AI, Azure DevOps, Docker, Git, SDLC, and Agile methodology
- Full-stack Development, AI Engineering, Prompt Engineering, and Project Management
- Active listening, attention to detail, problem-solving skills, and adaptability