Zachary Russell

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EDUCATION

UNIVERSITY OF VIRGINIA

Bachelor of Science in Computer Science, May 2024 *GPA*: 3.79

EXPERIENCE

Embedded Software Engineer Intern | Emerson:

Jun 2022 – Aug 2022

- Developed new unit tests to evaluate multicasting and broadcasting capabilities of proprietary PLC hardware
- Automated weekly testing of a large testing suite with C# and Python scripts
- Worked with a team of interns to develop a live-data information display that tracked department progress reports from Rally dashboards
- Gained hands-on experience with the Agile Development process with daily scrum standups, sprint reviews, and presentations during large retrospective meetings

Computer Science Teaching Assistant | Univ. of Virginia: Aug 2022 – Jan 2023

- Helped teach students algorithms by emphasizing conceptual understanding of topics
- Graded Data Structures & Algorithms 2 assignments and exams

PROJECTS

Machine Learning Garbage Identifier (PyTorch, Gradio)

- Completed for the HooHacks 2022 hackathon competition
- Implemented image classification using a ResNet50 CNN with PyTorch
- Meshed PyTorch backend together with Gradio interface to host and interact with model
- Achieved around 80% accuracy in predicting when tested against 2000+ labeled images

TIP Compiler Extension < Compiler Class Project> (C++, ANTLR4, LLVM)

- Developed ANTLR4 parsing grammar to accept/reject incoming language structures
- Included new unit and system tests to have over 90% code coverage
- Created new Abstract Syntax Tree node types with C++ smart pointers
- Delivered a final extension which supported the addition of new expressions, statements, and identifier types within the TIP language

Technologies and Languages

- Python, Java, C++, C, HTML, CSS, JavaScript, C#, x86 Assembly, MATLAB, Autolt
- Git, PyTorch, Django, LaTeX, ANTLR4, Unix