Arthur Schmidt

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EDUCATION

Princeton University September 2020 – Expected May 2024
B.S.E. in Computer Science · GPA: 3.87 *Princeton, NJ*
- **Certificates:** Applied and Computational Mathematics, Statistics and Machine Learning
- **Courses:** Natural Language Processing, Computer Graphics, Probability and Stochastic Systems, Distributed Systems, Information Security, Operating Systems, Introduction to Machine Learning
- **Activities:** Princeton ACM Tech Chair, Robotics Club Drone Team Software Lead, Princeton Computer Science Council Workshop Chair, Global Ambassadors Program Adviser, Represented Princeton at 2023 ICPC Regionals

ETH Zurich September 2022 – January 2023
Exchange Student in the Department of Computer Science *Zurich, Switzerland*
- **Courses:** Probabilistic Artificial Intelligence, Computer Vision, Introduction to Mathematical Optimization, Wireless Networking and Mobile Computing, Technology Entrepreneurship

SKILLS

Languages: Python, TypeScript, C#, C/C++, Haskell, SQL

Technologies: React, GraphQL, PyTorch, Three.js, Unity, Linux, Google Cloud Platform

SOFTWARE EXPERIENCE

SpaceX Starting August 2024
Incoming Software Engineer *Hawthorne, CA*

KLA May 2023 – August 2023
Software Engineering Intern *Milpitas, CA*
- Built a status visualization app for one of the company's most recent products (a chip metrology tool)
- Developed the visualization as an Electron app, using React for the UI and Three.js for an animated 3D representation of the tool, and created a simple C# app to publish mock tool events to an MQTT message queue for the visualization to respond to
- Produced proofs of concept using multiple tech stacks, presented progress updates and explanations of frameworks to team

Quickr Health August 2022 – September 2022
Software Engineering Contractor *Remote*
- Developed a calendar in Elm for usage in Quickr's production app to display schedule information to healthcare clinics
- Implemented features including a monthly and daily view, time zone localization, accessibility best practices, and a responsive and intuitive design following the product's existing design system
- Engaged directly with Quickr's cofounders in meetings related to product management and development

DuBois Consulting Group June 2019 – May 2022
Software Developer *Remote*
- Developed Laboratory Information Management System (LIMS) software for aerospace material testing labs
- Built and maintained desktop apps in Windows Forms and SQL Server and web apps in React and Node.js
- Worked on apps for material test scheduling, work order imports, and entry, review, and visualization of test results

PROJECTS

Handwriting Teacher September 2023
HackMIT 2023 *Cambridge, MA*
- Built an app for practicing handwriting at the HackMIT 2023 hackathon with a team of three others
- Used GPT-4 to generate English sentences chosen based on the user's progression, parsed handwriting using optical character recognition and a sequence alignment algorithm, and displayed feedback to the user via a web interface and Python backend
- Won the Education track, which was the most competitive track by number of projects submitted

A Comparison of Gate Detection Algorithms for Autonomous Racing Drones March 2021 – March 2022
2022 IEEE Aerospace Conference *Big Sky, MT*
- Conducted independent research and wrote a paper on the performance of eight heuristic and machine learning approaches to detecting gates on drone racing tracks
- Presented the peer-reviewed paper at the 2022 IEEE Aerospace Conference with around 750 attendees, and it was then published in the conference proceedings

Lightsaber Dojo Game April 2022 – May 2022
Computer Graphics Final Project *Princeton, NJ*
- Created a game in which the player fights multiple floating training droids by dodging laser fire and deflecting it with a lightsaber
- Received four awards voted on by the instructors and students, including the students' choice for Best Overall Runner-up