Andrew T. Kasper

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EDUCATION

University of Michigan   **Expected Graduation: April 2026**

Major: B.S, Computer Science, School of Literature, Science, and Arts   *GPA*: 3.5/4.00
Minor: Business Administration, Ross School of Business
Honors & Awards: Residence Hall Leader of the Year, Dean's List, Student Life Groundbreaker
Scholarships: University Leadership Grant, Research Fellowship

TECHNICAL SKILLS

Tools: Git, QT, Flutter, MUI, Microsoft Office, G-suite, WordPress, Final Cut Pro, Canva, Figma, AWS, VS Code, Azure
Technical Concepts: Data Structures and Algorithms, Object Oriented Programming, Graphical User Interface design, Computational Complexity, Functional Programming Languages, RNN, LLMs, Shell Scripting, Machine learning, Artificial Intelligence
Frameworks/Languages: C++/C, Python, Swift, JavaScript, R, HTML, CSS, Svelte, Next.JS, TensorFlow, React, .NET, Dart,

EXPERIENCE

University of Michigan School of Information   **June 2024 – Present**

Research Assistant, Development   *Ann Arbor, MI*
- Develop and research of new AI models, focusing on manipulation of Large Language Models (LLMs) for specialized uses
- Implement experimental solutions to combat AI content moderation techniques and test the strength of publicly available moderation on mass information sources
- Contribute to research articles with publication pending while adhering to strict confidentiality agreements

Earth Brands Inc.   **May 2024 – August 2024**

Software Engineer Intern   *Hybrid, New York, NY*
- Deployed software focused on automatic custom invoicing and order processing, connecting the company' e-commerce platform with domestic production facilities and warehouses for real-time inventory management and production adjustments
- Implemented data synchronization protocols, reducing lead times for expedited custom orders as well as automated sales workflows to minimize custom order return rates and enhance order accuracy
- Contributed to the design and implementation of the new company webstore, 'earthstore', integrating dynamic elements to enhance user experience and engagement, effectively improving customer interaction and retention rates

The Michigan Daily   **Jan 2024 – June 2024**

Junior Software Engineer   *Ann Arbor, MI*
- Contributed to mobile app updates and general website functionality, including new games section additions
- Spearheaded development and research with Michigan Daily's geo-mapping software for geographic article mapping

SPARK Electric Racing   **Aug. 2023 – Jan. 2024**

Software Developer, Display Software   *Ann Arbor, MI*
- Worked on the development and testing of a TFT display for the electric motorcycle project FBS
- Developed data processing pipelines to convert electrical system outputs into user-friendly formats for real-time monitoring and post-race evaluations, including real-time adjustments to power levels and traction control

LEADERSHIP & PROFESSIONAL DEVELOPMENT

Tau Epsilon Kappa (TEK), Technological Professional Fraternity   **Sept. 2022 – Present**

President   *Ann Arbor, MI*
- Oversee planning and execution of events, projects, and alumni relations events of the fraternity
- Facilitate workshops, lecturers, hackathons, and collaborations with various groups across campus and alumni to expand the professional network of TEK's members

Residence Halls Association   **Apr. 2023 – April 2024**

Advisor of Finance   *Ann Arbor, MI*
- Oversaw the financial operations of the Residence Halls Association of the University of Michigan
- Advised and managed a budget of $600,000 for over 20 Hall Council and Student Groups

Eagle Scout, Adult Leader   **Mar. 2019 - Present**

Troop 271, Michigan Crossroads Council   *Livonia, MI*
- Achieved the rank of Eagle Scout, the highest honor in the Boy Scouts of America
- Advise prospective Eagle Scouts on their journey to Eagle
- Active adult leader for the Mackinac Island Scout Service Camp, Honors Guard Program