

LIAM SCHUMM

Developer, high schooler, math fan.

I like open source development, specifically language parser design and console tools. I also enjoy developing web apps, specifically managing the backend and database interfaces. I'm currently a student at Walter Payton College Prep in Chicago, in the class of 2019.

PROJECTS

Ergonomica

<http://github.com/ergonomica/ergonomica>

Ergonomica is a cross-platform shell language, implemented in Python. Ergonomica aims to modernize the terminal, in an easily-extensible and usable language, independent of the OS on which it runs. It uses existing core utilities such as the `os` and `shutil` packages, as well as other utilities written in Python, such as the `pyvim` editor, providing built-in tools that are not `os`-dependent.

~800 stars on GitHub • Presented at PyCon 2017 • Created a package manager + package environment

Osmi

<http://github.com/osmi-app/osmi-app>

Osmi is an application for administering olfactory sensitivity tests. It allows for clinics and researchers to perform a variety of complex, cutting-edge tests to provide various metrics as to patients' olfactory ability.

Used in actual research studies at NEIU

Other Miscellaneous Projects (on GitHub)

- `zmacs`: Macro parser and Emacs Lisp compiler (to Emacs Lisp) from easy-to-write language specification files to fill in common language structures.

- isptweet: Tweet @ your isp when your internet speeds aren't what you pay for.
- quizlethacks: Quizlet set solver/automator that completes your quiz sets with JavaScript's `HTMLElement.click()`

ACCOMPLISHMENTS

- 3x CodeDay Special Award for technological achievement
- Highly Distinguished Mathematical Research at the QED math conference + UIC Engineering Award at Chicago City Science Fair for algorithmic analysis of MIT's Battlecode (2016)
- 3rd place for high school in Battlecode 2017 (team Many Interesting Titrations)

EMPLOYMENT

Back-End Developer and Infrastructure Engineer for TeenMade

As a Back-End Developer and Infrastructure Engineer, I both work on the technologies that make our projects work and TeenMade's infrastructure for handling those projects. I've managed the backends of NodeJS and Flask apps and incorporated these with databases, as well as creating web forms and interfacing those with our Slack channel using a slackbot.

Lead Developer for Link Mobile, LLC

As lead developer for Link Mobile, LLC, I am, along with various other high schoolers, helping build the next generation of location-sharing app. I mainly work on the backend of this project, ensuring that our app has a centralized API and is scalable for our needs, as well as some frontend work in styling. I also, as a leader of a 4 person development team, facilitate our progress through the latest in team communications, such as Slack and Jira.

