

# Grant Skaggs

☎ 713-548-4854  
✉ [grant.skaggs@outlook.com](mailto:grant.skaggs@outlook.com)  
Site: [grantskaggs.com](http://grantskaggs.com)

## Education

May 2022 **University of Texas at Austin, Turing Scholar Honors Program**  
B.S. Computer Science & B.S. Mathematics; **GPA: 3.97**

## Experience

- Summer 2020 **Duolingo, Software Engineering Intern**
- Deployed a new weekly in-app prize for paid subscribers; developed the feature for the **iOS** app in **Swift**
  - Implemented the backend API in **Python, Java**, and **Kotlin**; recorded prize usage in a **PSQL database**
- Summer 2019 **University of Texas at Austin, Undergraduate Research Assistant**
- Applied **recurrent neural networks** to the problem of **cache data prefetching** in modern computer architectures
  - Developed and tuned a two-layer **LSTM** neural model using **TensorFlow** and **Python** to prefetch addresses

## Mentorship

- Fall 2020 **UT Computer Science Department, Pod Mentor**
- Leading a small group of first year CS students in a weekly seminar to build CS community and connect students to CS-specific resources
- Summer 2019 **Austin Chinese Educational Services, Course Instructor**
- Led introductory Python and Scratch courses for elementary and middle school students; designed the course objectives and curriculum; taught daily lectures; helped students with their course projects

## Projects

- Summer 2020 **Pyxeled, Python**
- Applied **machine learning** fundamentals to transform normal photographs into aesthetic pixel art
  - Implemented intelligent **clustering algorithms** to preserve image features at lower resolutions and limited color palettes; published a webpage gallery to exhibit generated pixel art at [grantskaggs.com/pyxeled](http://grantskaggs.com/pyxeled)
- Summer 2019 **RayTracer, C++**
- Developed a **ray-tracer** in **C++** to render 3-Dimensional scenes
  - Implemented features: Polygonal meshes, 3D object rotation/distortion, recursive reflection and refractions, point and directional lighting, multithreading, variable material types, shadows, specular and diffuse shading
- Fall 2018 **Webcrawler, Java**
- Designed a **Java application** for web crawling, page indexing, and search
  - Included a graphical user interface, page-ranking features, and a robust web query parser

## Skills

**Programming Languages:** C/C++, Java, Python, Swift, HTML/CSS, Git, Bash

**CS Coursework:** Algorithms, Data Structures, Operating Systems, Computer Architecture, Discrete Math, Data Mining, Quantum Computing, Computer Graphics, Competitive Programming

## Honors / Awards

**Academic:** National Merit Scholar, National AP Scholar, Phi Beta Kappa Scholarship, CLHS Valedictorian

**STEM:** AIME Qualifier, Science Olympiad Gold Medalist, HackTX CDK Global Award