

# JOHN SCHEDEL

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## EDUCATION

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**Bachelor of Computer Science**, University of Florida  
Focus on Embedded Systems and Artificial Intelligence

Expected Graduation May 2025

**Relevant Coursework:** Operating Systems\*, Microprocessor Applications\*, Data Structures and Algorithms, Software Engineering, Info and Database Systems, Computer Organization, Digital Logic and Computer Systems, Computational Linear Algebra  
(\* currently taking)

**Ponte Vedra High School**

2017 - 2021

4.50 GPA

Took six different Computer Science classes, finished with AP credit and MTA programming certification.

National Merit Commended Scholar, AP Scholar with Distinction

## SKILLS

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**Languages:** C++, C, Rust, Java, PHP, MSSQL, Javascript, ARM Assembly, MATLAB, Python

**Other:** Problem Solving/Optimization, Graphic Design, Web Design, Video Editing, 3D Modelling

## PROJECTS

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**My Footprint**

Fall 2022

Developed an Android App as part of a team that allows users to input information about their day-to-day lives, calculate their estimated carbon footprint, and compare it and its breakdown to their friends. Created the backend framework using Google OAuth2 and a MSSQL database communicating to a custom PHP API.

**Save the City**

Fall 2022

Built an interactive mobile game to teach living sustainable lifestyle habits to children using minigames with variable difficulties determined by a 4 dimensional linear regression model trained on past user data. Built in 24 hours by a team of 4 as part of the UF AI Days Hackathon.

**Endgame**

Spring 2022

Developed a C++ program to solve deterministic chess puzzles by finding checkmates given a board layout with a guaranteed checkmate within a finite search distance using alpha-beta pruning and minimax tree-traversal.

**Tickr**

Spring 2022

Created the backend framework of a stock analysis app using an Oracle SQL database and a custom-built PHP API. Users can request real-time calculated statistics of a given group of stocks from a large database of stock ticker history.

## EXPERIENCE

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**Embedded Systems Engineer**, Solar Gators

September 2022 - Present

Writing C and C++ RTOS driver code for STM32 microcontrollers on various custom PCBs throughout an all-electric, solar-powered racecar set to represent the University of Florida in the Formula Sun Grand Prix competition.

**Fullstack Developer**, Picture Yourself Publishing LLC

March 2020 - Present

Designed and developed a NodeJS webapp using the React framework. Created and shipped a custom PHP API and MSSQL database and running on AWS Lightsail and S3 respectively.

Created a webapp that allows users to customize pictures and text within children's stories, collaborate with friends, and print hard copies of their final work as picture books.

**App Developer**, Taylor Engineering Inc.

May - August 2019

Solo-developed an Android app for internal inventory management using Android Studio and a Firebase database.

## INTERESTS

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Embedded Systems, Computer Engineering, Artificial Intelligence, SCUBA Diving, Custom PC Watercooling, Experimental Cooking/Recipe Development