

Team 2 Project 3 Reference Stories

Reference Story Number	Pool	Story Source	Story Summary	Author
1	1	EECS 168 Spring 2023	Developed a Python program for EECS 168 to calculate and display the results of a long division operation based on user input; included input and condition validation and formatted strings for output	Jacob Kice
2	2	EECS 168 Spring 2023	Developed a Python program for EECS 168 to simulate the operation of a DMV; read input from a file, used inputs to create classes within another class, allowed user to select from list of options for records to display	Jacob Kice
3	3	EECS 210 Fall 2023	Developed a Python program for EECS 210 to solve sudoku puzzles; utilized recursion with backtracking to determine solutions in a brute force strategy, included process to treat grid locations as a single number and convert between that number and 2-D coordinates as needed	Jacob Kice
4	5	EECS 658 Fall 2025	Developed a Python program for EECS 658 to compare results of different methods of feature selection for use in machine learning; used decision trees classifier and principal components analysis modules from SciKit Learn, implemented simulated annealing and genetic selection algorithms	Jacob Kice
5	8	Internship Summer 2025	Improved performance of existing Python program by incorporating parallel processing through the multiprocessing module; tested performance changes with inclusion of multithreading versus multiprocessing,	Jacob Kice

			tested managed shared list versus shared queue for shared variables, tested different locations in code to implement multiprocessing for best results	
6	13	Internship Summer 2024	Developed a Python program to extract textual data from online chat service; used API to access CSV of chat logs, used regular expressions to identify appropriate messages and extract specific data from messages, identified pattern within messages to apply regex to, processed resulting data and produced graphic visualization of results	Jacob Kice
7	1	EECS 168 Fall 2022	Developed a Python program for EECS 168 to take in user input and calculate a certain number of iterations of the Fibonacci sequence based on that input.	Jamie King
8	2	EECS 168 Fall 2022	Developed a Python program for EECS 168 to simulate a database of Pokemon that users could interact with, including listing various categories of Pokemon and being able to search and list the attributes of individual Pokemon.	Jamie King
9	3	Campus Research Spring 2023	Developed a Python program for hardware security research that provided a GUI interface for controlling a device with 3 motors capable of moving an electromagnetic probe in 3 dimensions. The GUI allowed for keyboard input to control the probe.	Jamie King
10	5	Campus Research Spring 2023	Developed a Python program for hardware security research that implemented automatic data collection using an electromagnetic	Jamie King

			probe. The program projected a 64-position grid on top of a processor, and moved the probe over each position, collecting electromagnetic traces at each point by exchanging commands with an oscilloscope's API.	
11	13	Campus Research Summer 2025	Developed Python programs for the Mythic Command and Control Red Teaming Platform to translate commands provided by the operator in the web UI to RPC commands for RabbitMQ to handle and be forwarded over HTTP to the client-side agent.	Jamie King
12	1	Personal Project 2024	Fix button alignment on home webpage, and model standard behaviors such as redirecting to correct page, store JWT token securely, and correct button visual properties.	Srihari Meyoor
13	2	Internship Summer 2025	Designed and implemented a radar graph dashboard into check fraud pipelines to visualize model performance, enabling business analysts to compare metrics across all possible model combinations(mobile, atm, etc)	Srihari Meyoor
14	3	KU Audio Reader 2023	Developed a subscription management web app with REST APIs implementing buckets for storage, and user actions such as adding subscriptions, saving receipts, posting instructions for audio reader volunteers.	Srihari Meyoor
15	5	Personal Project 2023	Scraped Dynamic webdata with selenium. Automated it and used sleep to prevent IP timeouts. Found patterns in webpages and look for correct ids and elements for scraping.	Srihari Meyoor
16	8	Internship Summer 2025	Built PySpark-based data pipelines and Genie workflows to process, denormalize, billions of rows of bank transaction data for a conversational AI providing actionable business	Srihari Meyoor

			intelligence to data scientists and finance department.	
17	13	Internship Summer 2025	Fix check fraud detection model evaluation process by simplifying the integration of new models into metric calculations and adding time-interval-based analysis for recall, precision, and F1 score	Srihari Meyoor
18	1	EECS168 Fall 2022	Developed a basic python program that used classes to emulate a bank class. Implemented various methods for initialization and changing the information within the class.	Gunther Luechtefeld
19	3	EECS268 Spring 2023	Developed a basic python program that used class inheritance to create multiple classes of similar content. Classes were then modified to be able to dynamically interact with one another.	Gunther Luechtefeld
20	5	EECS678 Spring 2025	Developed a C program that implemented mutex spinlocks in order to ensure correct program behavior. The program allowed data to be dynamically transferred between users.	Gunther Luechtefeld
21	8	EECS581 Fall 2025	Developed the logic for randomized bomb placement and detection in a Python implementation of minesweeper that I helped code in a software development team environment.	Gunther Luechtefeld
22	13	Personal Project Fall 2025	Developed a program to randomly generate tracks and character/kart combinations for Mario Kart. Developed a GUI to go along with it, allowing for ease of use.	Gunther Luechtefeld
23	1	EECS 168	Developed a 'hospital' class with several simple member functions in order to perform tasks such as adding/removing patients, scheduling appointments, and several other	Joe Hotze

			features to emulate a scheduling software.	
24	2	EECS 581	Implementing a simple AI bot into our previous minesweeper project that was able to detect open squares, avoid mines, and make the proper moves in order to reveal a tile.	Joe Hotze
25	3	EECS 268	Created and implemented a board class for a project that would represent water properly and recursively 'flooding' the floor, which was represented by a list of lists.	Joe Hotze
26	5	EECS 468	Implemented the game of Nim in Haskell, which contained multiple features such as recursive reevaluations of the winning positions, as well as 2-person multiplayer capabilities.	Joe Hotze
27	8	Summer Internship	Created a UDP system that would take user input, encode it as packets, and send them across an open UDP connection to another CPU, in which they would be unpackaged and turned into usable data.	Joe Hotze
28	13	Summer Internship	Implemented a factory test software for a prototype piece of hardware, including creating several test functions to validate the operating capabilities of the prototype hardware.	Joe Hotze