

KRISTIAN FISCHER

kristianfischer@ufl.edu | kristian-fischer.com | linkedin.com/in/kristianfischer29 | github.com/kristianfischer

EDUCATION

University of Florida, Gainesville, FL

August 2022 – May 2026

BS in Computer Engineering, Minor in Mathematics, Certification of Artificial Intelligence GPA: 3.81

- **Honors:** Undergraduate Research Scholars Program, University Honors Program

PROFESSIONAL EXPERIENCE

Black Knight Financial Services

Full Stack Developer, Intern

May 2023 – Present

- Worked in the agile release train for Servicing Digital, a single page application for mortgage loan servicing.
 - Implemented UI improvements experienced by millions of users across the nation, using Angular.
 - Converted BSS APIs to Microservices and generated Flyway scripts to alter multiple SQL databases.
- Performed a mentored system migration using Amazon Web Services' MGN, VPC, and EC2 features.

Horizonline Technologies

Dart Developer, Intern

June 2022 – September 2022

- Developed features for MoqBuy, a bulk sale product used by over 500 retailers, in collaboration with a mentor.
 - Prototyped a Flutter mobile app and integrated the MoqBuy API for authentication and data management.
 - Restructured a convoluted YAML API framework into multiple simplified endpoint declarations.

DEVELOPMENT EXPERIENCE

Contacted – TypeScript, Expo (React Native)

June 2023 – Present

- Created a CRM application which reminds users to reach out to specified contacts based on set time frequencies.
 - Integrated Google AI PaLM2, enabling users to generate template messages via its large language model.
 - Utilized Google Firebase for OAuth2 authentication, Firestore for data storage, and NativeWind for styling.

RiceKing – Dart, Flutter

June 2022 – August 2022

- Developed an app to time cooking rice, implementing push notifications to update users on their rice's status.
 - Integrated with the camera to allow users to take photos of their rice to share with friends.

Bounce! – Java

October 2020 – March 2021

- Developed a mobile android game using Android Studio and designed the graphics and audio with Krita.
- Published the app to the Play Store and generated revenue from Google AdMob's in-game advertisements.

LEADERSHIP AND INVOLVEMENT

Women in Electrical and Computer Engineering

Webmaster

January 2023 – Present

- Implemented a website to promote women's Computer Engineering involvement at the University of Florida.
 - Created a wireframe with Figma and developed the user interface with React.js and Tailwind CSS.
- Managed a team of developers, organized weekly meetings for goal setting, and reported progress to supervisors.

Undergraduate Research

Undergraduate Research Assistant

January 2023 – Present

- Designed a climate survey to determine the effect of ChatGPT on public perception of artificial intelligence.
 - Synthesized the results of over 100 responses from UF courses and presented at two research symposiums.
- Implemented R scripts using research data to determine the impact of self-driving technology on disabled drivers.

Florida Alpha Chapter of Sigma Phi Epsilon

Finance Tech Director, Recruitment Tech Chair

November 2022 – Present

- Worked under the Vice President of Finance to organize and automate financial transactions using Google Apps Script and developed a web scraper to import Venmo transactions into Google Sheets using JavaScript.
- Worked under the Vice President of Recruitment to automate the recruitment process for over 450 applicants and automatically schedule multiple rounds of interviews for over 80 potential members using Google Apps Script.

SKILLS

Languages: Typescript, JavaScript, Java, C++, Python, Dart, HTML, SQL

Frameworks: React.js, React Native, Flutter, Angular, Spring Boot, Node.js, Git