

Kyle Schneider

kvschneider.com | [LinkedIn](#) | [GitHub](#) | [Blog](#)

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SOFTWARE DEVELOPER

As a results-oriented software developer with expertise in **Python** and **JavaScript**, I have a proven track record of developing robust and optimized solutions. I bring a background in **math and science** to my approach, resulting in rigorous research and organization. I have the ability to quantify the impact of my work, such as automating tasks through scripting to save time or enhance accuracy by implementing thorough testing. As a **quick learner and curious investigator**, I can deliver noticeable results soon after beginning employment with little guidance.

TECHNICAL SKILLS

Python, Javascript, HTML, CSS, Flask, React.js, NumPy, Pandas, React Router, Styled Components, SQLite, SQLAlchemy, PostgreSQL, VS Code, Git, GitHub, Bash/UNIX shell

PROJECTS

Chess Is Hard

[Live Site](#) - [Source Code](#)

User friendly chess app with ability to login, send challenges to and play with other users, and save game data. Includes castling, en passant capture, pawn promotion, and all win/draw scenarios.

- Created chess game logic from scratch using **Python**
- Designed a clean and modern website using **React**
- Built a server using **Flask** to support the front-end and handle chess logic

Math Thesis

[Source Code](#)

Research tool for calculating LLFD properties of networks using NumPy. Implements mathematical optimizations and complex logic. For details and examples, refer to the [GitHub repository](#).

- Developed research-focused **algorithms** using Python, NumPy, and Matplotlib
- Focused on **optimizing runtime** as calculations take hours/days
- **Presented research** findings to academic council

Game Browser

[Source Code](#)

Fetches video game data from the RAWG API and presents it on a visually appealing website styled with CSS. Includes an API that enables users to perform CRUD actions on their own set of saved video games.

- Implemented **Git for version control** to track changes and collaborate with team members
- Used **CSS** to create an attractive user interface and improve user experience

EDUCATION

Flatiron School

Full Stack Web Development, Python and JavaScript program

Boulder, CO

Jan 2023 – Apr 2023

University of Colorado

BA in Mathematics, magna cum laude, GPA: 3.84

BA in Physics, GPA: 3.52

Boulder, CO

Aug 2017 – May 2021

EXPERIENCE

Data Analyst/Junior Flight Scientist

Jan 2022 – Sep 2022

Private Company

- Improved data analysis accuracy by implementing trapezoidal integration and removing temporal interpolation.
- Automated routine tasks such as detecting aircraft turns and identifying unnatural measurements with Python.
- Took initiative to collect and aggregate documentation for a revived project.
- Refactored and suggested new features to increase accuracy and usefulness of the 2000+ line Python data analysis code for aircraft measurement data.
- Developed and tested physics equations to calculate wind velocity during unmanned aircraft flight using gravity and aircraft motion.
- Led weekly science team meetings to present ongoing research and ensure alignment on project goals.