

Kyle Taschek

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Education

California Polytechnic State University, San Luis Obispo

September 2021-Present

Computer Science

Expected Graduation: June 2025

GPA: 3.93/4.00

Dean's Honor List: Fall 2021, Winter 2022, Spring 2022, Fall 2022, Winter 2023, Spring 2023

Relevant Coursework:

- Data Structures, Introduction to Computer Organization, Project-Based Object-Oriented Programming and Design, Systems Programming, Design and Analysis of Algorithms, Discrete Structures, Linear Analysis I, Calculus III
- Expected Completion by Winter 2023: Introduction to Software Engineering

Object Oriented Game Development

Fall 2022

Languages Used: Java

- Refracted Code base to improve design structure and converted code base into an object oriented style in addition to creating independent entities that interacted with each other.
- Created a version of A* Algorithm and Dijkstra's Algorithm used for entities to navigate the map
- Designed and animated pixel art entities and backgrounds based on PopCap's Plants vs. Zombies

Technical Skills and Experience

Programming Languages:

- Java, Python, Risc V Assembly, C, Javascript (P5.js), HTML and CSS

Technology Experience:

- Previous Experience: IntelliJ, Streamlit, PandasAI, OpenAI gpt-4, langchain

Experience

Persistent Systems Software Engineer Intern

August - September 2023

Languages and Technologies: Python, Streamlit, PandasAI, Langchain

- Developed WebApp for conversational interaction with Instacart data.
- Employed Streamlit as the web application framework to develop an interactive user interface.
- Used Langchain's Pandas dataframe agent to handle data queries with OpenAI's gpt-4

Extra Curricular Involvement

CS and Artificial Intelligence Club, Cal Poly

October 2022 - Current

Member

- Learn AI and Machine Learning concepts weekly

SLO Hacks 2023 Hackathon

May 2023

Space Ops (Game development) 1st Place

- Created Rock Paper Scissors Web Application using computer vision through Google Teachable Machine to use body positions to determine correct move.
- Used React.js, Socket.IO, and various UI libraries