Kyle Schnitzer

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Education

University of Michigan Ann Arbor, MI

Bachelor of Science in Computer Science

August 2020 - Dec 2023

- GPA: 3.763
- Coursework: Data Structures & Algorithms; Programming & Data Structures; Operating Systems; Machine Learning, Web
 Development, Computer Security; Computer Organization; Discrete Mathematics; Differential Equations
- Awards/Honors: Dean's List (Fall 2021, Winter 2022, Winter 2023)

Work Experience

Amazon Alexa Boston, MA

Software Development Engineer Intern

May 2023 - August 2023

- Analyzed customer requirements to create task scheduler designs
- Designed and implemented multiple task schedulers to improve performance in low-latency environments
- Benchmarked task schedulers in cloud and embedded environments

University of Michigan Ann Arbor, MI

Instructional Aide: Data Structures and Algorithms

August 2022 - Dec 2022

- Instruct lab section of 30+ students on data structures and algorithms topics
- Provide individualized help by answering 10+ questions per day on student Q&A board
- Collaborate closely with instructors to develop course curriculum and materials for class of 1000+ students

MathWorks Natick, MA

Software Engineer Intern

May 2022 - August 2022

- Reduced technical debt by migrating 1000+ lines of legacy AngularJS code to React code
- Conducted design review of migration of bug-tracking tool used by 10+ teams across MathWorks
- Diagnosed and eliminated existing bugs by writing thorough unit tests

Epsilon Imaging, Inc Ann Arbor, MI

Software Engineer Intern

June 2021 - August 2021

- Designed and built multiple customer-facing setup pages from scratch, decreasing app configuration time by 50%
- Collaborated with customer support team to ensure setup pages conformed to customer needs
- Constructed diagnostic feature providing easy access to log files, drastically reducing troubleshooting time

Technical Experience

Projects <u>github.com/kyschnit</u>

- <u>kyle-schnitzer.com</u> (2021). Personal website built from scratch to highlight my background and experience. HTML, CSS,
 JavaScript, Bootstrap
- Traveling Salesperson Problem (2021). Takes graph input and algorithmically produces either a fast or optimal solution to a small subset of the Traveling Salesperson Problem. C++

Skills

- Languages: C++; C; JavaScript; TypeScript; HTML; CSS; Java; Python
- Technologies: Angular; React; CMake; Linux; Git; Visual Studio Code; Windows; Bootstrap