

Kyle Schnitzer

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3217 Prairie Circle Trail, Ann Arbor, MI 48103

Education

University of Michigan Ann Arbor

expected graduation: April 2024

- B.S.E Computer Science GPA: 3.75/4.0
- relevant coursework: Data Structures and Algorithms(current), Programming and Introductory Data Structures, Applied Machine Learning for Engineers(current), Discrete Mathematics, AP Computer Science A, Introduction to Engineering, Differential Equations

Skills

-
- C++, Java, HTML/CSS, Typescript/Javascript, Angular, Git, MATLAB, Linux/Ubuntu, Windows

Projects

kyle-schnitzer.com

June 2021

- designed and built portfolio website from scratch using HTML, CSS, JavaScript, Bootstrap

Machine Learning in C++

April 2021

- designed and tested a classifier program to label and sort student posts on Q&A forum

Office Hours Queue in C++

March 2021

- implemented a REST API to interact with the EECS 280 office hours queue

Euchre in C++

February 2021

- programmed a fully functional euchre simulator
- included options for user to play against other humans or against a computer player that dynamically chooses cards based on the actions of other players
- designed and implemented an abstract data type to manage all aspects of gameplay

Computer Vision in C++

January 2021

- implemented a program which uses a smart seam carving algorithm based on a mathematical formula to dynamically resize an image to user specifications
- managed memory using pointers and dynamic memory allocation

Work Experience

Epsilon Imaging, Inc - Software Engineering Intern

May 2021 - present

- designed and implemented a setup wizard page to assist users with initial app configuration
- developed a diagnostic feature to allow user to easily download log files from web server
- performed general maintenance of code

Involvement

Michigan Hackers - Core/Member (Android)

September 2020 - present

- demonstrated passion and commitment to become an official Core member for a top campus CS organization in terms of company recognition, event activity, social media presence
- designed UI for the Hungr application using Figma and Android Studio
- collaborated with backend team to ensure consistency of design