Linus Fackler

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Objective

Software Engineering Internship Summer 2023

Education

B.S. in Computer Science | **GPA: 3.9** | May 2023 | Graduate School ~May 2025
University of Texas at Dallas (UTD)

- Courses: Data Structures & Algorithms, Object Oriented Programming (OOP), Programming in C, C++, Java, Python, Unix/Linux environments, Machine Learning, Advanced Algorithms & Analysis
- Vice-President at Strings Attached Music Club, Officer at Student Game Developer Association (SGDA)

Skills

Languages: C++, Java, Python, R, C#, Ruby, C, JavaScript, CSS, HTML, Go, Racket
Technologies: SQL, Oracle, React, Ruby on Rails, .NET, Google Cloud Platform, AWS, TensorFlow, Git

Professional Experience

Infosys

Network and Connectivity Architect Intern — May – Aug 2022

- Managed Mercedes Benz' personnel department's database system (Oracle) & IT infrastructure
- Designed and implemented network solutions
- Analyzed security vulnerabilities

The University of Texas at Dallas

Undergraduate Research Assistant — September 2022 – present

- Implement object detection modeling with thermal imaging
- Develop techniques and models to help self-driving and intelligent cars

Fackler IT

Software Engineer — August 2020 - present

- Develop applications for small businesses to optimize workflow using Java, C++, React.js
- Implement Cloud Solutions using Microsoft Azure for customers

Streetside Imports

Co-Founder — July 2021 - present

- Import US classic cars and sell them in Germany
- Handle business operations and build customer relationships
- Implemented algorithm to determine best-selling cars on German classic car market at given time

Projects

Kill Switch | C#, Unity, OOP | SGDA Fall 2021 Game Jam

- Lead a team of 7 people including programmers, artists, level-designers
- Developed a local multiplayer game in a 2D environment in under 1 week using C# & OOP principles

Searching for Similarity | R, Machine Learning | Intro to Machine Learning (UTD)

- Developed in a team of 4 a program to compare different Machine Learning Algorithms
- Regression, Classification, Clustering, & Dimensionality

Exploring Multiple Processes & IPC | C, C++, Unix/Linux | Operating Systems (UTD)

- Built multiple programs that used forks, threads, & pipes to handle data input in a Unix environment

ACM Research Coding Challenge | Python | ACM Research

- Designed an algorithm to determine the price of a used car based on a dataset using Linear Regression
- Was accepted into the research program with ~11% acceptance rate

Energetic Telephone | Godot Script (Python similar), OOP | JameGam #12 (GameJam)

- Developed a polished 3D game using Godot in a team of 2
- Using CS concepts like Data Structures, OOP, and algorithms, implemented a game in under 24 hours