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 – December 2022

- 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

CometSquare | C#, Python, MongoDB, Unity, PyTorch, BERT | HackUTD IX
- Developed a full-stack app that gives users the chance to find clubs on campus easier
- Integrated a machine-learning-based search algorithm using BERT

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)
- Developed a program that simulates a simple computer system consisting of CPU and Memory
- Used forks & pipes to operate in a Unix environment

Kill Switch | C#, Unity, OOP | SGDA Fall 2021 Game Jam
- Part of a team of 6 people including programmers, artists, level-designers
- Developed a local multiplayer game in a 2D environment in under 1 week using C# & OOP principles

Energetic Telephone | Godot Script (Python similar), OOP | JameGam #12 (Game Jam)
- 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