Linus Fackler

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Objective

Software Engineering Entry Level Position

Education

B.S. in Computer Science | **GPA: 3.78** | May 2023
University of Texas at Dallas (UTD)

- Courses: Machine Learning, Natural Language Processing, Data Structures & Algorithms, Object Oriented Programming (OOP), Programming in C, C++, Java, Python, R, Advanced Algorithms
- President at Strings Attached Music Club, Tech-Officer at Student Game Developer Association (SGDA)

Skills

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

Professional Experience

Infosys
Network and Connectivity Architect Intern   May – Aug 2022 & May – Aug 2023
- Manage Mercedes Benz' personnel department's database system (Oracle) & IT infrastructure
- Design and implement network solutions & handle incidents regarding database failures
- Analyze security vulnerabilities

The University of Texas at Dallas
Machine Learning Researcher   September 2022 – May 2023
- Implemented object detection modeling with thermal imaging using computer vision models
- Develop techniques and models to help self-driving and intelligent cars identify objects on streets
- Explaining the predictions of any classifier / expanding on classifier-explaining models, such as LIME

Fackler IT
Software/Machine Learning Engineer   August 2020 - present
- Develop applications for small businesses to optimize workflow using artificial intelligence/ML models
- Implement Cloud Solutions using Microsoft Azure and AWS for customers

Streetside Imports
Co-Founder & COO   August 2021 - present
- Import US classic cars to Germany, handle business operations

Projects

Lura | Swift, Python, Node.js, Firebase, AWS | TAMUhack 2023 ↵
- Developed a full-stack iOS app that allows users to self-diagnose for COVID-19 using AI/ML
- Used CNNs for image classification to detect if users have covid based on their cough

Studia | Swift, Python, Node.js, Firebase, GCP, GPT-4 ↵
- Developing a full-stack iOS app allowing students to simplify class workloads using AI/ML
- Summarizing texts, creating practice exams and more using the GPT-4 API

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 to find text relations

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 (data science)

Chatbot Project | Python, Machine Learning, NLP | HLT/NLP (UTD) ↵
- Developed a chatbot that can answer questions about bands/artists using web scraping techniques
- Used Python & NLP/data science techniques to store data about the user for later conversations

Kill Switch | C#, Unity, OOP | SGDA Fall 2021 Game Jam ↵
- Developed a local multiplayer game in a 2D environment in under 1 week using C# & OOP principles