Robert Stachurski

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EDUCATION:

Temple University (December 2022) – Philadelphia, PA (3.77/4.0)

- B.S. Computer Science
- Relevant Coursework: Data Structures & Algorithms, Computational Probability & Statistics, Systems Programming & Operating Systems, Multivariable Calculus, Linear Algebra, Principles of Data Science

Technical Skills: Java, C, JavaScript, D3, React/Redux, Node.JS, C++, CSS/HTML, Kotlin, Android Studio, Python

TECHNICAL EXPERIENCE:

Undergraduate Research Program

Temple University (May 2021 – August 2021)

- Researched data structures, architectures involving buffers, and memory organization of derived logic and tasks of OpenNARS, a Non-Axiomatic Reasoning System used for artificial general intelligence and Java
- Expanded testing environment by 50% for terms, tasks, and concepts intake into OpenNARS
- Tested logic behind forgetting of concepts and terms in a NARS system by comparing the priority values of derived tasks and asking the system specific questions involving low priority concepts

WORK EXPERIENCE:

Teaching Assistant – Data Structures & Algorithms, Introduction to Information Visualization

Temple University (January 2022 – Present)

- Held weekly office hours to help students with homework, labs, and difficult course concepts
- Lead weekly labs and aided students
- Participated in weekly course improvement meetings with other stuff

Software Consultant

Star-World Nail Supply Inc. (June 2015 – August 2019)

- Designed and implemented Point of Sale system that checked for inventory and delivery availability
- Improved the number of returning customers by 20%
- Boosted company efficiency by improving scheduling of customer orders
- Mobilized a long-term goal for better safety and working conditions for employees by reorganizing shop and warehouse layout

TECHNICAL PROJECTS:

Networked Spell Checker (C)

- Implemented a multi-threaded program that uses socket programming to check the spelling of words from multiple clients connected to the main server
- Achieved mutual exclusion and synchronization between threads when accessing buffers by implementing mutex locks and conditional variables
- Applied a Circular Buffer data structure as a FIFO Connection Buffer and a Binary Max-Heap data structure as a Priority Connection Buffer that hold socket descriptors of incoming clients

Discrete Event Simulator (C)

- Created a simulation of operations of a computer system using a discrete sequence of events and next-event time progression to demonstrate how the operating system allocates resources between processes.
- Applied a Binary Min-Heap data structure as the main priority queue of the simulator and Linked List data structures for FIFO queues for devices, such as the CPU, DISK1, DISK2, NETWORK

Two Fragment Book List App (Kotlin / Android Studio)

- Created a book catalog application using Android Studio that displays available books retrieved via Rest backend API
- Implemented RecyclerView, LinearLayout, and a custom adapter to minimize resource usage to handle edge case scenarios such as excessive amount books returned from the API