

Mark W. Schmidt

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Education

University of Illinois at Urbana-Champaign

B.S Computer Science

December 2018

Experience

Ocient

Senior Software Engineer

Chicago, IL

January 2019-Present

- Collaborated with product team to design a solution for managing different workloads across a database system
- Implemented concurrency limitations to ensure high priority workloads do not see performance degradation when many users query the system at once.
- Led a team of 4 engineers to deliver concurrency management, priority scheduling, and dynamic resource limitations
- Supported the feature post-release and adapted to customer feedback
- Reworked our monitoring stack to improve reliability and detect outages
- Implemented support for clustered administration nodes to ensure no single point of failure in the system
- Re-architected storage layer to support dynamic table schemas, including adding, dropping, and modifying columns
- Implemented event-driven system metadata delivery to ease system management at scale

Schmidt Scoreboard

Founder

Chicago, IL

June 2019-Present

- Built a Raspberry Pi powered LED scoreboard to display sports scores
- Designed an app for iOS and Android using Flutter to setup and manage a scoreboard remotely
- Wrote Python code to fetch data and display; later translated to Rust to improve performance and reliability
- Implemented an AWS GraphQL endpoint to cache and filter live scores coming from a remote API
- Shipped \$1000 of product in the first six months of sales

Fidgets

Founder

Chicago, IL

September 2020-Present

- Built an app with SwiftUI for Apple Watch with interactive, haptic screens for a simple distraction
- Implemented a premium in-app purchase using StoreKit 2 to unlock extra features
- Released to >2500 users

Microsoft

Software Engineering Intern

Bellevue, WA

May 2018-August 2018

- Collaborated on an internal tool to speed up investigation of customer problems on Azure services
- Built an interactive designer so users can build their own tools for whatever solution they need
- Implemented a Git client to allow users of the tool to collaborate and share new solutions
- Launched to a team of 40 engineers using ClickOnce and a simple website
- Addressed bugs and feature suggestions post-launch

Breakthrough Houston at KIPP Connect Community

Teaching Fellow

Houston, TX

May 2017-August 2017

- Taught pre-algebra and computer science to low-income middle schoolers
- Designed and taught an introductory programming course using Python, culminating in a final project where students programmed a virtual robot to draw a piece of art
- Mentored middle school students through challenges beyond the classroom
- Wrote interactive lesson plans to engage students in math and computer science
- Worked with parents and students who often spoke English as a second language

Illini Hyperloop

Electronics Team - Software Lead

Champaign, IL

August 2016-December 2018

- Competed in SpaceX Hyperloop Pod Competitions
- Created networking system for handling commands and sending sensor data using C++
- Wrote and tested state machine transition functions to control pod operation
- Designed motor control software to levitate and stabilize the pod during flight
- Soldered, mounted, and secured electrical and mechanical components