

# Jared Schmidt

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## QUALIFICATION SUMMARY

High-performing professional with years of experience developing high-quality software. Passionate in building strong relationships to help facilitate achievement. Confident in my ability to thrive in a fast-paced environment and leverage skills in design patterns, efficient programming, and agile development to enable team success. Committed to lifelong learning.

## SKILLS AND INTERESTS

**PROGRAMMING LANGUAGES:** Python, C, C++, C#, Ruby, HTML/CSS, JavaScript, Java, Visual Basic, Postgres (SQL)

**SOFTWARE/TOOLS:** Git, Visual Studio, Linux / Unix, Matplotlib, NumPy, Pandas, Unity (2D/3D), MPI, Agile Development, Scrum, Slurm/HPCs, Android, UML, Windows, Bootstrap

**INTERESTS:** Game Development, Artificial Intelligence / Machine Learning, Software Development

## EDUCATION

**The College of New Jersey (TCNJ) - Ewing, NJ**

Aug. 2019 - May 2023

Bachelor of Science in Computer Science 2023

Overall GPA: 3.77 - *magna cum laude*

Dean's List for all semesters

## TECHNICAL EXPERIENCE

**Generalized Suffix Tree (GST) Research - MPI, C, Python**

Jan. 2023 - May 2023

Implemented a parallel processing (using MPI in C) version of generating GSTs, using a modified version of Ukkonen's algorithm from prior research

Developed function for merging GSTs using Python

When ran on TCNJ's HPC, experiments demonstrated speed improvements (8 nodes 41% faster than 1 node)

Collaborated and discussed with professor to move forward in our research

**Machine Learning Research Team - Python, NumPy, Pandas**

Aug. 2021 - May 2022

Focus was finding the optimal point to stop the active learning process in a natural language processing context

Worked alongside professor and other student researchers to complete tasks

Implemented different text representations such as BERT into an existing Python codebase as well as used many different large datasets

Worked on developing a new open source codebase using modAL and scikit-learn since the existing codebase was difficult to modify

**Environmental Litter Clean Up Simulation - C#, Unity**

Mar. 2023 - May 2023

3D Unity Game - Collaborated with two fellow TCNJ students

Player can pick up litter around a city map, featuring pedestrians, trash cans, and recycling bins

Environmental facts about the different types of litter such as whether it's recyclable or not, amount of time to decompose, and more

## EMPLOYMENT

**Selectron Solutions, Part-time Production Member, Marlton, NJ**

June 2021 - Sept. 2021

Defect testing of smart lights; assisted production manager on special projects

**McDonald's Restaurant, Crew Member, Marlton, NJ**

Jan. 2018 - Jan. 2020

Trained new employees; worked in a team environment; cooked and processed customer's orders

## ACTIVITIES

TCNJ Association for Computing Machinery (ACM)

TCNJ Association of Music Production and Discussion (AMPD)