Kyler Schnaible

Sacramento,CA
(209) 251 - 8438 schnaible@protonmail.com
github.com/schnaible linkedin.com/in/kschnaible

Summary

I am a recent graduate from Sonoma State University with a degree in Computer Science. I excelled in my Natural Language Processing and Introduction to Data Science courses. I am quite familiar with Python and C++ and have also worked with MySQL and Javascript. I am excited to learn more about the industry and grow with the field as I develop my skills

Education

Sonoma State University
August 2017 - December 2021
B.S. Computer Science, Philosophy Minor

Projects

- *Who Said It?*
    - Collaborated to build a Natural Language Processing algorithm.
    - Designed and modeled a neural network with Python based on GPT-2.
    - The model would return an answer indicating which author the model believes is more likely to have written a piece of text.
- *Breadth First Search Maze Solver*
    - Wrote the Breadth First Search and Best First Search in Python to solve a maze.
    - This project also converted image file types into Numpy arrays and were altered to display the algorithm's path.
- *Scheme Lexical & Syntactic Analyzer*
    - Developed a lexical and syntactic analyzer for the Scheme programming language over the course of a semester.
    - Program would take Scheme code to generate C++ code that functions exactly the same.
- *Dungeon & Die*
    - Designed and developed a unique game using ReactJS with hooks and a MySQL database.
    - Two to four players take turns playing minigames and rolling a die to progress the board.
    - Included features like player health, powerups, different player classes, and highscores.
- *Digital Tennis*
    - Worked with a team to develop a Pong clone in Unreal Engine 4 using blueprints.
    - Had different game modes such as 1vs1, 1vsAI, and 2vs2 and the ability to change paddle color and the sound effects.

Skills

Languages:

- Python
- C/C++
- Javascript
- MySQL

Frameworks/Libraries:

- Pandas
- Numpy
- LINUX
- MySQL Database
- React
- Command Line Interface