Seth Strzechowski

773-609-4872 | sstrz2@uic.edu | linkedin.com/in/sstrz2

Education

University of Illinois at Chicago — Chicago, IL
Bachelor of Science in Computer Science — *Expected December 2024*

- GPA: 4.0/4.0
- Software Engineering Concentration

Technical Skills

Languages: C/C++, Java, Python, SQL
Developer Tools: MySQL, Git, Linux, Jira, Unix, Apache Maven, GDB, Valgrind, JavaFX, GoogleTest, JUnit, Jupyter Notebook, Unified Modeling Language (UML)
Relevant Coursework: Data Structures, Object Oriented Programming, Software Design, Computer Algorithms
Professional Associations: Association for Computing Machinery, Google Developer Student Club, Linux User Group
Softwares: Jira, Visual Studio Code, Intellij, Eclipse, IDLE, Excel, Github, Google Colab

Experience

Machine Learning Research Intern — May 2023 – September 2023
University of Illinois at Chicago — *Chicago, IL*

- Developed Python scripts to input training data to machine learning models.
- Tasked with reading/understanding and discussing a machine learning model and academic paper on natural language processing with research team.
- Worked closely with my team and invested 30 hours a week to investigate the decision-making process of a stance detection machine learning model.
- Presented and discussed findings in weekly meetings with full research team.
- Received a continuation offer for the internship due to proven performance.

Information Technology Coordinator — Aug 2022 – May 2023
Mount Carmel Academy — *Chicago, IL*

- Managed and redesigned an internal database of 1000+ students and staff, ensuring functionality, ease of use and performed regular backups.
- Created and implemented a ticket system to streamline all IT-related requests.
- Gathered insight from staff members to design/create new processes to make staff interactions with IT infrastructure more user friendly.
- Identified and resolved software and hardware issues across a diverse array of all school devices.

Projects

Open Street Map Navigation | *C++, OpenStreetMap API*

- Developed a navigation application using OpenStreetMap API to give a user the shortest path between 2 buildings in Chicago using Dijkstra's algorithm.
- Stored nodes imported from API in graph using a custom hash map implementation.

Baccarat Game | *Java, JavaFX*

- Created a client-server Baccarat game, allowing users to play Baccarat and compete to have the highest winnings.
- Developed a graphical user interface (GUI) and managed event-driven programming using JavaFX with a focus on UI/UX design.
- Implemented multi-threaded networking using Java Sockets for local multiplayer.
- Wrote extensive unit tests using JUnit 5 to ensure output accuracy.

Robot Board Game | *C++*

- Developed a game following the Singleton design pattern in which a user needed to strategically position themselves to cause incoming robots to run into obstacles/traps until all robots were eliminated or the player was caught.
- Implemented object oriented design using polymorphism and multiple inheritance to increase code readability and modularity.
- Employed the use of exceptions to mark important events in the game as well as to ensure robust error handling.