Tanner Skluzacek

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Education

University of Minnesota - Twin Cities **May 2022**
Bachelor of Science in Computer Science, Mathematics, GPA: 3.93 (High Distinction) *Minneapolis, MN*

Industry Experience

Amazon **Aug. 2022 – Jan. 2023 (layoff)**
Software Development Engineer I | *Sort Tech* *Minneapolis, MN*

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- Lorem Ipsum

Lyft **May 2021 – Aug. 2021**
Software Engineer Intern | *Mapping* *San Francisco, CA*

- Transformed production infrastructure to allow subsets of the map's features to be independently updated, leading to 70% faster map releases with the updated road network.
- Created Python database automations for creating, storing, and releasing map vector tile data, allowing for enhanced traceability between map data in each release.
- Delivered presentations and hosted design reviews for the Mapping organization regarding proposed map delivery changes to ensure a seamless transition into production map releases.
- Improved the richness of the map by using Python and Apache Spark to ingest map data for forest and grassland areas, and delivered map prototypes to design teams for production styling.

UnitedHealth Group **Jun. 2020 – Dec. 2020**
Software Engineer Intern | *Image Processing* *Eden Prairie, MN*

- Reduced a program's optical character recognition calls by 10x by developing an optimization in Python to combine multiple image requests into one and map the outputs.
- Created, tested, and deployed REST APIs that set up an in-house image processing platform which allowed engineers to save and run computer vision scripts on batches of data.
- Integrated an image segmentation model into the image processing platform, which is used by engineers to detect and extract handwritten notes on medical documents.
- Utilized Python's OpenCV library to increase the training data for a neural network from 30,000 to 500,000 images.

Projects

Maze Solver | *Pathfinding, Graph Algorithms, Python* **Mar. 2021**

- Used Python and image processing libraries to create a program that takes an image of a maze and visually finds a solution path by converting the maze image into a graph problem.
- Applied pathfinding algorithms like A* and breadth-first search to create and compare solution paths for a given maze.

Ballot Counter | *Software Design, Agile Methodology, Class Project* **May 2021**

- Collaborated in a small group to develop a Java program that can process large batches of voting data and compute the results for multiple types of elections.
- Utilized Agile methodology to meet user requirements by developing a modular code design and testing infrastructure that could easily be refactered to add functionality.

Technical Skills

Languages: Java, JavaScript(React), Python(pandas, NumPy, etc.), C/C++, SQL
Technologies: AWS(DynamoDB, S3, Lambda, etc.), GraphQL, JUnit, Docker, PostgreSQL, Git/GitHub, Jenkins, Apache Spark
Operational: Unit Testing, Integration Testing, Monitoring, Scaling, Microservice Architecture, CI/CD

Leadership

College of Science and Engineering Peer Mentor **Sept. 2019 – May 2022**
Computer Science Department Teaching Assistant (C++) **Spring 2020 and Spring 2022**