

# Natasha Karnoto

[linkedin.com/in/natashakarnoto](https://www.linkedin.com/in/natashakarnoto) | [github.com/tash-ma-gosh](https://github.com/tash-ma-gosh) | [nk674@drexel.edu](mailto:nk674@drexel.edu) | 484-350-9747

---

## EDUCATION

---

Drexel University, Pennoni Honors College

*Bachelor of Science in Computer Science, User Experience*

*And Interactive Design, and Social Science (Anthropology and Sociology)*

*Anticipated Graduation June 2024*

**Cumulative GPA: 3.70**

- Scholarships: Cigna Scholars, Drexel Alumni, Franklin Institute, Drexel Founder's
  - Related Coursework: Web Authoring, Software Design I(Java), Data Structures (Python)
- 

## EXPERIENCE

---

### **Vanguard – Software Engineer Co-op**

March – September 2022

- Optimized data processing functions on Python and integrated Spark services to reduce technical debt in US regions
- Redesigned UI for Internal Audit's NLP text analysis web-application with Figma to improve data visualizations and user engagement

### **Drexel Music and Entertainment Technology Labs – Creative Technologist**

March 2021 – March 2022

- Developed an algorithm with Firmata and Python to enable individually addressable LEDs to enhance concert visuals

### **PECO-An Exelon Company – Data Engineer Co-op**

March 2021 – March 2022

- Developed heuristic algorithm for data management processes across various company programs thus increasing efficiency by 200%
- Leveraged Python libraries to automatically generate calculations on effectiveness of PECO's program investments thus reducing loss up to \$1 million

### **National Science Foundation – Machine Learning Intern**

April – September 2020

- Built heuristics for automatic image tracing using TensorFlow and Linux and improved accuracy by 75%
- 

## PROJECTS

---

### **Academy of Natural Sciences – UI/UX Designer**

September 2022 – Present

- Utilizing projection mapping and Touch Designer to create interactive digital visuals for Diatoms exhibit

### **Explainable AI Game – Developer**

March – September 2022

- Incorporated Linear Regression model principles into development
- Synthesized user insights into development and used Unity and C# to program behavior of game assets

### **Climate Case Competition – Front-End Developer**

February 2021

- 1<sup>st</sup> place winner in university-wide competition
  - Programmed Drexel's first food ordering web-application using Java, HTML, and CSS to reduce food waste
- 

## SKILLS

---

**Programming Languages:** Python, Java, JavaScript, HTML/CSS, C#, C/C++, Bash, Racket, SQL, VHDL, MATLAB

**Libraries and Tools:** AWS Cloud, Git, Unix/Linux System, Figma, TensorFlow, React, Node.js, p5.js

---

## LEADERSHIP

---

*Community Service Chair, Standards Board Officer, Theta Tau Engineering Honors Society, June 2022 – Present*

*Treasurer, Community Service Director, Society of Asian Scientist and Engineers (SASE), March 2020 – June 2022*