

Anthony Schreiber

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OBJECTIVE: Currently a sophomore majoring in computer science and seeking an internship opportunity.

Education

Northern Michigan University - Marquette, MI

August 2019 - Present

- **Major:** Computer Science
- **Minor:** Mathematics
- **GPA:** 3.81/4.00
- **Expected Graduation:** May 2023
- **Awards:** University Honors 2020
- **Relevant Coursework:** Data Structures, Microarchitecture, Linear Algebra

Work Experience

Freelance Programming - Macomb, MI

August 2020 - Present

- Helped write AIO tools and Bots which housed over 11 different servers with a total of 5000+ users.
- Learned effective communication skills when working with diverse communities..
- Learned crucial time-management skills for when projects would be completed.

Manager Duffy's Landing - Harrison Charter Township, MI

August 2017 - May 2018

- Learned useful teamwork skills and time management skills when it came to dealing with customers.

Leadership Experience

Programming Team

August 2019 - May 2020

- Team leader role responsible for team management when given various software problems.
- Helped guide a diverse group of team members in the solution of tasks regarding data structures.
- Guided the successful completion of each new problem we were tasked with.

Projects

Arduino Serial Port Transfer

- Programmed an Arduino to send and receive data to a seven segment display using AVR ASM
- Took inputs through 8 physical switches which allowed the input of binary data to be converted to ASCII code.
- Implemented data transfer protocols to send capital A-Z to the seven segment display in the form of ASCII.

Discord Bot

- Created a feature-rich bot with over 70 commands using NodeJS.
- Ability to efficiently send and receive data to a MySQL database with sequelize.
- Utilized APIs such as Twitch, Spotify, and Youtube.

Machine Learning

- Created a chatbot which could emulate a user using the GPT-2 language model.
- Read data from a discord server and store it in a parseable text file which fed it through the model.
- Using a hashmap I was to create multiple instances of the language model in terms of different users.

Proficiencies

Programming Languages: C++, Python, NodeJS, Rust

Miscellaneous: MySQL, AWS, Microsoft Excel, Technical Documentation, Git