

# EMILY WEYDA // Software Engineer

Diligent recent college graduate with a Bachelor of Science (B.S.) in Computer Engineering and Minor in Computer Science, with 2+ years of work experience. Aiming to leverage academic experience and a proven knowledge of research and development, product design, and prototype to successfully fill the Software Engineer role at your company.

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## Professional Experience

**R&D Software Engineer** // Siemens Software Internship  
Milford, Ohio // January 2019 – August 2019

- Explored cutting edge technologies to deliver proof of concept projects utilizing Google AutoML, Google Cloud Platform, Docker, RESTful APIs and Node.js
- Conducted research on several different machine learning methodologies, quantum computing and natural language processing
- Implemented and improved on existing machine learning tools developed for complete data preprocessing, training, and deploying of accurate machine learning models
- Developed a conversational interface for 3D modeling using Siemens NX and Google Dialogflow

**Cyber Software Engineer** // ICR Internship  
Mason, Ohio // January 2018 – May 2018

- Added capability to assess GitLab Continuous Integration (CI) tests post-merge using webhooks and RESTful APIs
- Implemented functionality to GitLab CI for improved communication between teams using Slack Notifications Service utilizing incoming webhooks integration
- Emulated Raspberry Pi using QEMU, debugging with GDB-GEF and utilized the command line and Binary Ninja to reverse ARM binaries
- Self-taught ARM assembly basics and gained experience within the realm of ARM exploit development

**R&D Software Engineer** // Honeywell Intelligated Internship  
Mason, Ohio // August 2016 – August 2017

- Utilized C#/.NET, Microsoft SQL Server, XML, and WinForms to develop internal research and development tools
- Contributed to an Agile Scrum development team by designing software solutions that drove continuous improvement to applications that allow Intelligated engineers to better develop hardware and software products for clients
- Starting with a broken application, led the effort to build a feature that allows users to view, mark up, sort and export log files and managed the deployment of this software release
- Designed, wrote, and tested new features for a tool currently being used by internal software engineers working on the solutions driving the warehouse execution systems

## Education

**University of Cincinnati** // Class of 2020

Cincinnati, Ohio // Cumulative GPA 3.34, EECE GPA 3.51  
College of Engineering and Applied Science  
Bachelor of Science in Computer Engineering  
Minor in Computer Science

**University of Birmingham** // Fall 2018

Birmingham, England // Study Abroad  
School of Computer Science, First Class Honours

## Technical Skills

**Languages:** Python • Java • C/C++ • C#/.NET • JavaScript • HTML • CSS • Swift • SQL • MATLAB

**Software/Platforms:** Git/GitHub • Docker • Anaconda • SQL Server • OS X • Windows • Unix

## Projects

**Processing & Updating Position in Python**

A deep learning model designed to process accelerometer and gyroscope data from a smartphone to predict a user's motion.

**Tic-Tac-Toe**

Two player Java CLI tic-tac-toe game.

**Brick Breaker**

Python version of the classic arcade game "Breakout" using the pygame library.

**Flappy Tina**

Bob's Burgers themed "Flappy Bird" game written in Swift that implements physics for accurate interactions between components.

**Battleship**

Battleship game written in MATLAB that implements a smart AI capable of beating a human player.

## Leadership

**Robotics Club** // Mentor

August 2017 – Present

**ACM-W** // Member

November 2015 – May 2020

**Bearcat Coders** // Volunteer

November 2015 – September 2018

**Girl Scouts of America** // Scout & Troop Co-leader

August 2003 – December 2018