

Edward Szczepanski

🏠 edwardszc.com
✉ edward@cs.uoregon.edu
🔄 github.com/edwardszczepanski

EDUCATION

University of Oregon – Eugene, Oregon Sept 2015 – June 2019

- B.Sc. in Computer Science, Math Minor, 4.10/4.30 Major GPA, 4.02 Cumulative
- **Stamps Leadership Scholar**, Full-Ride award, one of 165 chosen from 550,000 applicants nationwide

WORK EXPERIENCE

Google – Engineering Practicum Intern, Mountain View, California June – Sept 2017

- Created web app to improve import workflow of political boundary data into Google Maps by visualizing conflicts
- Enabled 200% throughput by reducing context switching, saving engineering-hours, and catching errors
- Utilized FlumeJava (updated MapReduce) for big data parallel processing to convert Maps feature information
- Developed and tested backend server in Java to asynchronously process requests using Google infrastructure
- Visualized features and built interfaces using Angular & Google Maps API with feedback from Maps GIS team
- Optimized rendering of large datasets through preprocessing by spatial index and intelligent querying

Network & Security Research Lab – Undergraduate Researcher, Eugene, Oregon Sept 2016 – Present

- Orchestrating Twitter accounts to research malicious activity using Python, Flask, Tweepy, and PostgreSQL

Azuqua – Software Engineering Intern, Seattle, Washington June – Sept 2016

- Developed cloud service connections for a new internal engine using Node.js to serve Charles Schwab & GE
- Created a domain-specific language from a subset of JavaScript to create a secure platform for external users
- Built an accompanying cloud code editor using React and Node.js with custom language integration

Enli Health Intelligence – Software Engineering Intern, Portland, Oregon Area July – Aug 2013

- Created Windows mobile app in C# that allows medical patients to check appointments & renew prescriptions
- Integrated and tested a RESTful API that sends electronic medical records between patients and doctors

SKILLS

- **Proficient Languages:** Java, Python, JavaScript, HTML, CSS; **Familiar:** C, C++, C#, SQL
- **Technologies:** Flask, Node, React, Angular, Git, Unix, D3, JUnit, Mockito, Protobufs, Unity, libGDX, jQuery

PERSONAL PROJECTS

Game Full of Animals [🔗 edwardszc.com/#quackhack](http://edwardszc.com/#quackhack) 2016

- **1st Place** at a Major League Hacking (MLH) Hackathon with an online multiplayer party game
- Utilized libGDX (Java) and local networking to use a desktop as the server and Android phones as clients
- Programmed game mechanics, integrated Box2d physics & lighting engine, and designed User Interfaces

Future Sport VR [🔗 edwardszc.com/#quackcon](http://edwardszc.com/#quackcon) 2016

- **Winner** at MLH Sports Tech Hackathon receiving **\$20,000** worth in sponsor prizes for Virtual Reality application
- Reimagined sports viewing experience with Amazon Alexa voice controls and virtual arms using Leap Motion
- Developed 3D environment, simulation logic, and tech integration using Unity in C# and the Oculus Rift

D3 Demographics Visualization [🔗 edwardszczepanski.com/D3PopVis/](http://edwardszczepanski.com/D3PopVis/) 2016

- Used D3.js, Google Maps API, and jQuery to visualize population change in the U.S. over time

Full Circle Rhythm Game with Dance Pad [🔗 edwardszc.com/#ogpc](http://edwardszc.com/#ogpc) 2013 – 2015

- **Best in Show**, Oregon Game Project Challenge & **Finalist**, Portland Art Museum's Mythos Challenge
- Co-developed dance game in Java and built a dance pad using an Arduino with custom sensors