

Scott Schnieders

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EDUCATION

University of San Diego

Bachelor of Science in Computer Science, Magna Cum Laude and Departmental Honors

San Diego, CA

Aug. 2021 – May 2024

EXPERIENCE

Software Engineer 1

Enterprise Holdings

June 2024 – Present

Seattle, WA (Remote)

- Integrated client APIs using DevOps technologies such as Jenkins and Bitbucket
- Resolved bugs in Java Spring Boot APIs and conducted testing to ensure reliability of production changes

Software Engineering Intern

Enterprise Holdings

May 2023 – August 2023

St. Louis, MO

- Developed and implemented an Azure Stream Analytics data feed using Terraform, CosmosDB, and SQL to provide location history data in the connected car ecosystem
- Built portions of data ingestion pipeline in Java for a new OEM with a team of other connected car developers
- Worked on serialization and deserialization of JSON objects using Jackson annotations
- Created a Databricks notebook solution for the EU team to analyze mass vehicle locations
- Documented and engineered Geofence alert modules using Azure Stream Analytics and JavaScript

Cybersecurity Intern

Rule4

June 2022 – August 2022

Boulder, CO

- Planned and performed an environment and codebase update for the internal ticketing system in Python
- Performed API penetration testing on a public facing avalanche warning API for clients
- Wrote client-facing technical reports of vulnerability findings and performed forensic data collection

Lead Networking Intern

SMB Technology Solutions

May 2020 – August 2021

St. Louis, MO

- Provided technical support for small and medium size businesses including private schools
- Learned and implemented Networking Skills such as Windows Server and Network setup, including switches, firewalls, access points and wiring

PROJECTS

Senior Project | *AI Obstacle Avoidance System for the Visually Impaired*

August 2023 – May 2024

- We were tasked with creating a low-cost option for the visually impaired to navigate in their daily life. Decided to create a phone app that uses the camera to announce obstacles to the user in real-time
- Created an iPhone 12+ Pro optimized application using Swift, featuring UI navigation for visually impaired users
- Implemented the Yolov8 image recognition AI model on an edge device using transition learning
- Managed a team-based project using agile methodologies, integrating AI, data engineering pipelines, and UI design components
- Awarded Senior Project of the Year for Computer Science Department and presented our work at the 2024 ASEE PSW Conference

Text-classifier | *Perceptron Neural Network*

March 2024

- Designed and developed a perceptron neural network architecture in Java from scratch for text character recognition, achieving accurate classification of characters in diverse fonts and with noise included
- Optimized network performance through iterative training and testing, resulting in a streamlined and effective solution
- Led a team of four in end-to-end development and testing, ensuring seamless integration and project success

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, TypeScript, Terraform, HTML/CSS, Bash/Linux, Swift

Developer Tools: Git, Bitbucket, Docker, Pandas/Numpy, SciKit, CosmosDB, Azure, Databricks, VS Code, Visual Studio, IntelliJ, CoreML, Swift UIKit, Kaggle

NONTECHNICAL ACHIEVEMENTS

Eagle Scout, National Merit Scholar Finalist, Torero Gaming Club President, PADI Scuba Certified