Kyle **Heller**

214 Marsteller St., Apt 23

West Lafayette, IN 47906

(650) 468 - 8040

kyleeheller@gmail.com

Skills

- Experienced with C, Java, Python
- Proficient in PHP, Javascript, C++
- Proficient with database systems and SQL
- Versed in socket programming and back-end web development
- Experienced with robotics, pneumatic control, and automation programming
- Familiar with Tensorflow and fundamentals of AI/ML
- Microsoft, OSX, and Arch, Debian, and Fedora Linux

Education

B.S. Computer Science & B.S. Applied Statistics

Purdue University; Current Junior, Expected Graduation May 2025.
Dean's List & Semester Honors for four consecutive semesters.
Cumulative GPA: 3.61

Experience

Technical Lead   Jun 2020 – Aug 2020
Stanford University Compression Forum

- Organized and led 3-person development team for three months
- Oversaw weekly stand-up meetings, set deadlines and goals
- Developed prototype virtual theater platform for pandemic usage
- Coauthored published research paper upon project conclusion

Site Director   Jun 2023 – Aug 2023
Stem4Kids Summer Camp

- Directed four-person team at one of three locations
- Performed site opening and closing, money management, and curriculum management and creations
- Communicated with parents, clients, and suppliers to ensure smooth operations.

Undergraduate Researcher   May 2023 – Present
Purdue University, EAPS Department

- Contracted by Department of Planetary Sciences to develop computer vision pipeline to assist in current research
- Developed program and associated tools to track and count ion tracks in electron scans of lunar samples.
- Sole developer for novel OpenCV-based computer pipeline, accelerating image processing by over three-thousand percent.

Projects

Neologos
- Neural network library for distributed learning on CPU
- Asynchronous distributed learning library written in C
- Includes self-written gradient descent optimization algorithm

CharCrash
- Turing-Complete bytecode language with Custom VM written in C
- Custom transpilation unit

Sterling
- Simple CPU-based 3D Graphics Engine for Blake O'Hare's Crayon Language.
- Includes self-written projection matrix and modular vertex shading