COLE SCHROEDER
COMPUTER ENGINEER

EDUCATION

University of Southern California Viterbi School of Engineering Jan 2021-May 2022
Master of Science in Computer Science; GPA 4.0

University of Southern California Viterbi School of Engineering Aug 2018-May 2022
Bachelor of Science in Computer Science; Directors Scholarship; GPA 4.0

South Pasadena High School Aug 2014-Jun 2018
Valedictorian; California Scholarship Federation Life Membership; Mathematics Achievement Award; Kathryn Larkin Crary Memorial Sportsmanship Award; GPA 4.0

EXPERIENCE

Application Developer May 2020-Aug 2021
Rain Rain Sleep Sounds
- Developed and tested iOS and Android app code, branding materials, visuals, subscriptions, and advertisements individually and as a mentor in a team of 4
- Integrated and tested machine learning models for live object detection
- Published bug fixes, updated versions, and new features on apps with thousands of users

Undergraduate Researcher Jan 2021-May 2021
Interactive and Collaborative Autonomous Robotics Lab
- Created a tool for generating random object distributions and measuring spread
- Evaluated 3 spread measures with a PhD student for robot reinforcement learning
- Presented poster at research symposium open to hundreds of students and faculty

Undergraduate Teaching Assistant Jan 2020-May 2021
Data Structures and Operating Systems Courses at USC
- Facilitated weekly laboratory section of 30 to 40 students
- Explained concepts, problem solved bugs, and filled in student understanding during weekly office hours

PROJECTS

Starblast (iOS Application) Jul 2020-Aug 2021
App Development Internship
- Implemented and troubleshot game logic, animations, notifications, and sound design
- Analyzed player data to tune user experience in level progression and interface

Open Home (Privacy First Smart Speaker) Jan 2021-May 2021
Capstone Computer Science Course in Collaboration with Identity Review
- Developed an extensible, voice responsive virtual assistant MVP on Raspberry Pi
- Led the API integration on a team of 6 to implement music, lights, and alarms

TECHNICAL SKILLS

Java, C, C++, Python, Swift, HTML, CSS, JavaScript, GitHub, JUnit, Photoshop, Illustrator

ACTIVITIES

Art & Engineering Club Vice-President, Volleyball, Spikeball, Hiking, Board Games