

Alaric Hunziker

www.linkedin.com/in/alaric-hunz34712 | hunzikeralaric@gmail.com

<https://www.cs.utexas.edu/~alaric/>

EDUCATION

The University of Texas at Austin

Expected May 2024

Bachelor of Science in Computer Science, Bachelor of Arts in Economics

GPA: 3.65

Relevant Coursework:

- Data Structures, Computer Architecture, Operating Systems, Algorithms, Mobile Computing, Machine Learning, Game Programming, Object Oriented Programming, Software Engineering
- Microeconomic Theory, Macroeconomic Theory, Econometrics, Statistics, International Trade, Money and Banking, Industrial Organization

EXPERIENCE

Programming Instructor | Code Ninjas at Tanglewood

January 2019 – June 2019

- Taught children the basics of programming using the Scratch programming language.
- Designed and implemented engaging curriculum modules that catered to diverse learning styles, resulting in consistently high levels of student engagement and retention.
- Monitored individual progress and tailored instruction to meet the unique needs of each student, ensuring their steady advancement and mastery of coding skills.

PROJECTS

Chess (Python, PyGame)

- Developed a sophisticated Chess Game project employing Python and the Pygame library.
- The project encompasses core components of chess gameplay, AI opponent strategies, and graphical user interface (GUI) visualization.

Stock Price Prediction (Python, Jupyter Notebook)

- Implemented a Python script using Jupyter Notebook that employs a Long Short-Term Memory (LSTM) neural network to predict the future stock prices of Chase based on historical stock data.
- The script integrates data preprocessing, model building, and visualization techniques to achieve accurate predictions.

Genre Prediction (Python, Jupyter Notebook)

- Conducted an in-depth analysis of various machine learning classifiers: KNN, Decision Tree, Neural Net, Naïve Bayes, Random Forest, and Voting to predict music genres accurately.
- Random Forest ML model had the highest accuracy of correctly classifying a song at 84%

Capsule Wardrobe App (Kotlin, Android Studio)

- Built an Android app that allows an individual to take pictures of their clothing items and store it on the app using persistent memory.
- Clothing items are organized in a virtual closet and user has access to weather data from an API.

ACTIVITIES & LEADERSHIP

Programming Lead: DiscoBots Robotics Team – Houston, TX

August 2017 – June 2020

- **VEX Robotics South Texas Finalists:** Led the programming division to the regional finals which qualified us for the world championships; demonstrated superior programming acumen.
- **Training and Mentorship:** Provided guidance and mentorship to junior programmers, instilling best practices and problem-solving techniques, resulting in a skilled and motivated programming cohort.

Member: Texas Running Club – Austin, TX

August 2021 – Present

Actively participated in regular group runs and training sessions, contributing to a positive and motivating atmosphere while enhancing personal fitness and endurance.

TECHNOLOGIES & LANGUAGES

(Technologies) Jupyter Notebook, Unreal Engine, ReactJS, Flask, AWS, Visual Studio, Android Studio, Git, Agile, CI/CD, Eclipse

(Languages) C++, Java, C, Javascript, Python, C#, HTML, CSS, x86 Assembly, Kotlin