Jedidiah Schmith

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Summary — Computer Science graduate with a strong background in software development, machine learning, and algorithms. Skilled in building efficient applications and AI models using Python. Eager to contribute to innovative teams at the intersection of research and real-world impact.

Skills

Technologies	Git, NumPy, PyTorch, Neural Networks, IDEC PLC & HMI
Languages	Python, PHP, C, C++, C#, Java, x86 Assembly, SQL, HTML5, CSS, JavaScript, Ladder Logic
OS	Linux, Windows
Coursework	Artificial Intelligence, Data Mining (statistical pattern discovery), Advanced Algorithms, Natural Language Processing (ChatGPT), Machine Learning (programs that can acquire new knowledge automatically), Computer Vision

Education

University of Utah **Aug 2022 – May 2025**
Bachelor of Science in Computer Science
Minors: Mathematics ; Physics
Track Certificates: Artificial Intelligence ; Robotics ; Computability Theory; Information Processing
GPA: 3.722

Salt Lake Community College **Aug 2019 – May 2022**
Associate of Science in Mathematics
Associate of Science in Computer Science and Information Systems
GPA: 3.829

Experience

University of Utah **Jan 2023 – May 2023**
Lead Retention Teaching Assistant
Programming language: C#

– Taught computer lab sections of size 30+ in CS 3500 course
– Provided constructive feedback on assignments and tests for class of 270+ students
– Led 160+ hours of one-on-one and small-group tutoring sessions for struggling students, clearly explaining error fixes and debugging processes
– Reached out to students failing course, providing resources to improve performance

HCR LLC **May 2022 – August 2022**
Automation Engineer Intern
Programming language: Ladder Logic

– Managed IDEC programmable logic controllers and human machine interfaces
– Implemented two software projects providing automatic operation of industrial equipment
– Designed and implemented program to upgrade equipment operation from existing manual controls to automatic controls
– Configured IDEC HMI to send email notifying individual when fault is triggered

Projects

Wispar **Aug 2024 – May 2025**
Programming language: Python

– Collaborated with team members to develop open-source, self-hostable digital book management solution
– Created module utilizing PyTorch forced alignment tools in Django web server project
– Used multithreading and machine learning techniques to sync progress between e-book and audiobook files
– Conducted user studies to gather feedback from beta testers, informing development iterations
– gitlab.com/TK421Noah/wisparr

Maze Race **Apr 2021 – Apr 2021**
Programming language: Java

– Designed and built procedurally generated maze game using graph-based algorithms and fog of war
– Programmed depth-first search agent that competes with player to solve maze
– Took initiative in code design and core logic while collaborating with teammate on supplemental features
– ▶ youtu.be/P4GqkbH54Sc — github.com/JedidiahSchmith/Maze_Race_Personal