

Natasha Karnoto

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EDUCATION

Drexel University, Pennoni Honors College
*Bachelor of Science in Computer Science, User Experience
And Interactive Design, and Social Sciences*

Anticipated Graduation March 2024

Cumulative GPA: 3.70

EXPERIENCE

Comcast – Product Management and UX Developer Co-op

March 2023 – Present

- Defining user experience requirements for software features in a new multi-regional circuit mapping tool, replacing outdated construction tracking systems
- Developing a plug-in with Backstage.io to increase code reusability across multiple teams

Vanguard – Software Engineer Co-op

March 2022 – September 2022

- Automated continuous delivery with Bamboo and AWS, optimized Python data processing, and integrated Spark for reduced technical debt in US regions.
- Redesigned UI for Internal Audit's NLP text analysis web-application with Figma to improve data visualizations and user engagement

Drexel Music and Entertainment Technology Labs – Developer

March 2021 – March 2022

- Developed an algorithm with Firmata and Python to enable individually addressable LEDs to enhance concert visuals

PECO-An Exelon Company – Data Engineer Co-op

March 2021 – March 2022

- Developed heuristic algorithm for data management processes across various company programs thus increasing efficiency by 200%
- Leveraged Python libraries to automatically generate calculations on effectiveness of PECO's program investments thus reducing loss up to \$1 million

National Science Foundation – Machine Learning Research

April – September 2020

- Built heuristics for automatic image tracing using TensorFlow and Linux and improved accuracy by 75%
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PROJECTS

Academy of Natural Sciences – Interactive Developer

September 2022 – July 2023

- Utilized projection mapping and Touch Designer to create interactive digital visuals for Diatoms exhibit

Explainable AI Game – Developer

March – September 2022

- Incorporated Linear Regression model principles into development
- Synthesized user insights into development and used Unity and C# to program behavior of game assets

Climate Case Competition – User Researcher

February 2021

- 1st place winner in university-wide competition
 - Programmed Drexel's first food ordering web-application using Java, HTML, and CSS to reduce food waste
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SKILLS

Programming Languages: Python, Java, JavaScript, HTML/CSS, C#, C/C++, Bash, Racket, SQL, MATLAB

Libraries and Tools: AWS Cloud, Git, React, Unix/Linux System, Figma, Unity, TensorFlow, Node.js, p5.js