Scott Schimpf

Professional Statement

Savvy software engineer with over eight years of experience designing and developing software solutions. I particularly enjoy problem solving complex back-end development. Seeking a role to apply my breadth of skills and innovative solutions to pioneer the future. As a natural born leader, I hope to transition to a leadership position where I can use this talent.

Experience

May 2024 - December 2024

ZuLeris Interactive: Game & Integration Developer

- **Fully refactored** the *Virtual Training Environment* from a Single-Player to Multi-Player project.
- Worked on **Plug-in development** and **Integration** with 3rd party software
- Regularly met with SMEs and **external developers** to develop Plug-in.

August 2023 - August 2024

Generative AI Research at UCF under Dr. Ewetz: Generating 3D models and scenes from Video input

- Used *Nvidia's Neuralangelo* to collect scene point-cloud data for **object separation, later classification, and manipulation**.
- Researched and applied novel methods of **3D object generation**.
- Produced a **Unity tool to collect data for training** and manual verification of Machine Learning algorithms. [Link To Docs Here](#).

May - August 2023

Robot Vision Research at UCF under Dr. Ewetz: Creating Adversarial Examples for ImageNet Attack Detection

- Used the Python library Pytorch to utilize the ResNet image classification model.
- Researched and implemented attack methods such as the **Fast Gradient Sign Method** and **Projected Gradient Descent** to produce misclassification in images.
- Used these methods to **attack a L-inf Projected Gradient Descent Attack Detector** model to produce benign attack classification as well as image classifier misclassification.

May 2016 – February 2020

BenTek: Quality Assurance Technician

- Assisted the customer service team resolving tickets over the phone and email
- Created **automated testing cases** for new features using the *TestComplete* software suite
- Generated complex client specific reports with **SQL queries**

Education

B.S. Computer Science
University of Central Florida

Skills

- Proficient in C#, Python, C, SQL
- Natural Leader and Presenter
- Special Interest in **Defense Technology,** Game & Training development, and Machine Learning
- Fluent with the Unity Game Engine, **Project Management Tools**, and Diagramming Tools

Contact & Links

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[Github](#)

[LinkedIn](#)

Boot Camps

2017
Cyber Defense Training Camp
University of Maryland
- Learned about and used **intrusion methods** and common vulnerabilities to attack our own private servers.

- Exploited and patched vulnerabilities such as **SQL Injections** and **Integer Overflow** on our web app.

2018
Machine Learning and Deep Neural Networks
ID Tech at The University of Miami
- Trained a neural network on TensorFlow with machine learning to **recognize targets from images**.

- Implemented this neural network to **identify targets** from screen-shots of the game Counter-Strike: Source.