Sarah M. Klemmer

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EDUCATION

University of Michigan   Ann Arbor, MI
Bachelor of Science in Computer Science and Cognitive Science   *Aug. 2023 – May 2027*
Relevant Coursework: Introduction to Machine Learning, Introduction to Computer Organization, Data Structures and Algorithms, Computer Science Foundations, *Web Systems, Game Development, Reinforcement Learning*

EXPERIENCE

Software Development Intern   June 2025 – Present
CGI   *Phoenix, AZ*
- Developed automated pod testing framework, creating 20+ comprehensive tests across Tanzu Management and Calico cluster environments, catching 15+ bugs and enhancing system reliability and performance.
- Built search bot systems with daily testing cycles for both Tanzu Management and Calico clusters within the Managed IP Cloud infrastructure, automating network management tasks and improving efficiency.
- Collaborated with a 10-person global team across 4 time zones in DevOps Agile ceremonies, ensuring project alignment, timely delivery of features, and effective communication.
- Documented process for adding new tests to automated pod testing framework, ensuring future scalability for test additions; wrote a white paper to help team and clients understand importance of different testing strategies.

Software Engineering Intern   June 2024 – Aug 2024
Teidore   *Remote*
- Self-taught React.js and built interactive web interfaces within 3 weeks, delivering a responsive user experience.
- Utilized BeautifulSoup to scrape partner websites for data, integrating it into site and automating data collection process to enhance site functionality and user experience.

Independent Researcher   September 2023 – Present
Michigan Alzheimer's Disease Center   *Ann Arbor, MI*
- Conducted statistical analysis on 13,621 patient records with R to explore dementia-anxiety-alcohol correlations, identifying key patterns and contributing to ongoing research.
- Presented research findings to 200+ faculty, students, and professionals at UROP symposium, receiving positive feedback and securing a faculty recommendation for publication.

PROJECTS

KTP Life App | *Swift UI, Flutter, Firebase, Git*   Jan 2025 – Present
Designed app interface from scratch with Figma, connected Flutter app to Apple Watch using SwiftUI, and implemented a calendar feature and points tracking system, resulting in enhanced user engagement and cross-platform functionality.

Digit Speech Recognizer | *Python*   2024
Trained a speech recognition model to recognize spoken digits using MFCC feature extraction, improving accuracy and achieving 95% recognition performance on a dataset of spoken digit samples.

Legend of Zelda 1986 Clone | *Unity, C#*   2025
Recreated the complete dungeon level from The Legend of Zelda (1986) using Unity and C#, implementing core game mechanics while gaining hands-on experience in game development and object-oriented programming.

LEADERSHIP

Vice President of Professional Development | *URB Consulting*   March 2025 – Present
Directing professional development programming for consulting organization, coordinating workshops and career readiness initiatives for 40+ members, enhancing skills and opportunities for students.

Director of App Development | *Kappa Theta Pi*   January 2025 – Present
Managing app development initiatives for 90+ member professional technology fraternity, overseeing technical projects, leading development teams, and updating the KTP Life App as needed, amplifying member engagement.

TECHNICAL SKILLS

C++, Python, Java, R, Swift, JavaScript, HTML/CSS, Assembly, Dart, TypeScript, Unity, C#, React.JS, Three.JS, Flutter, FastAPI Git, Docker, Kubernetes, GitLab, GitHub, JIRA, AWS, Firebase NumPy, Pandas, Matplotlib, PyTorch