Zachary Starnes

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EDUCATION

Clemson University
B.S. Computer Science *Expected May 2028*

EXPERIENCE

IncWorx Consulting – MeterWorx Oct 2026 – Present
Software Development Intern
- Fixed a production billing bug the afternoon it was reported, letting a utility client bill 20 held accounts.
- Kept releases on schedule after QA staff left by automating release testing with 108 end-to-end checks.
- Split one live environment into dev, test and prod, then launched a redesigned office portal with no errors.
- Built a React Native field app with offline mode and meter-reading OCR, now approved on the App Store.

Various Clients Apr 2022 – Present
Freelance Software Developer
- Updated the Sea Pines Pottery website and led SEO work in Summer 2026, improving the business's search visibility.
- Built and deployed a Next.js/TypeScript site with a contact form for HHIPE, a Hilton Head parking-enforcement company.
- Built a full WordPress website for the Lowcountry Chorale in Beaufort, SC, set up so the client can edit it themselves.

RESEARCH

Watt AI, Clemson University Jan 2026 – Present
Machine Learning Researcher
- Team won **First Place in Impact** at Clemson HPC Day 2026 for predatory-journal detection research.
- Built PyTorch neural-network and Qwen3-8B classifiers on 1,765 journal websites, reaching 93% accuracy and 95% recall.
- Presented findings at the Focus on Creative Inquiry Forum and the Clemson AI Research Symposium.

PROJECTS

Yuzic github.com/yuzicapp/yuzic Dec 2024 – Present
- Built and published an open-source music player for self-hosted media servers on the App Store and Google Play.
- Grew the project to 650+ GitHub stars, thousands of users, and 7 outside contributors.
- Designed a modular architecture supporting multiple music-server backends, offline playback, and native audio.

Technologies: React Native, TypeScript, Expo, Redux, Express, Jellyfin API, Subsonic API

Reddibase github.com/eftpmc/reddibase Apr 2026 – May 2026
- Built a two-model pipeline that transforms solved discussion threads into answer-extraction datasets using a transformer classifier and embedding-based retrieval model.
- Evaluated retrieval with top-k metrics and served models through a FastAPI search endpoint backed by a vector index.

Technologies: Python, PyTorch, SentenceTransformers, FAISS, Transformers, FastAPI

Atlas Studios *Independent Game Team* Oct 2022 – Jun 2023
- Collaborated with a small team on an open-world Lua game with 10,000+ players.
- Designed object-oriented systems to improve runtime performance and team ergonomics.

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Python, C++, C, Java, SQL, Lua, Dart
Frameworks: React, React Native, Expo, Next.js, SvelteKit, Node.js, Express, FastAPI, PyTorch, Tailwind CSS
Tools: PostgreSQL, Supabase, MongoDB, AWS (Lambda, DynamoDB), Docker, GitHub Actions, Playwright, Linux, Vercel