Jeryn Vicari

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EDUCATION

Indiana University's Luddy School of Informatics, Computing, and Engineering, Bloomington IN **2029**

Bachelor's and Master's in Computer Science (4-year accelerated program), Minor in Applied Mathematics

Relevant coursework: Intro to Software Systems (Java), Innovation and Design (Technical), Calculus II

PROFESSIONAL EXPERIENCE

PlanItUni - Cross-platform AI-assisted academic, career, and tutoring service **Jan 2026 - Present**

Co-Founder / Software Engineer: Building technology targeting every Indiana University student

- Developed mobile interfaces in Flutter for student progress tracking and academic planning workflows across IU
- Built Chrome extension for Canvas LMS auth and data retrieval for AI-driven course analysis via backend APIs
- Worked with product and backend teams to surface AI-generated study recommendations and assignment feedback within React UI components, integrating backend APIs for real-time personalized insights and learning improvements

Munchy - AI nutrition tracking platform with adaptive dining hall integrations for universities **Jan 2026 - Present**

Founder / Software Engineer

- Architecting a scalable full-stack application using Bun, TypeScript backend, and Flutter mobile client
- Implementing Claude AI integration with tool calling for meal recommendations based on dietary preferences
- Designed campus dining data normalization pipelines to handle inconsistent nutrient structures across institutions

PROJECTS

GDN - Go Data Normalization Engine **Nov 2025**

- Transforms JSON, CSV, and NDJSON inputs into deterministic, queryable schemas across multiple output formats (JSON, Parquet, CSV), reducing data storage by up to 70% with compression, deduplication, columnar encoding
- Implemented schema inference and normalization to flatten nested JSON into typed, tabular representations
- Designed concurrent ingestion and processing workflows, supporting large datasets with predictable memory usage
- Integrated with S3 storage for streaming I/O and coordinated dataset lifecycle updates with a Node.js backend

Redline – Real-Time PostgreSQL Performance Monitor **July 2025**

- Built a zero-config database performance monitor that polls PostgreSQL pg_stat_* views and streams metrics to a React dashboard over WebSocket in real time with alerting, anomaly detection, and historical trend analysis
- Designed to require zero schema changes, seamlessly and easily deployable on any PostgreSQL instance

Missile-Protocol – Defense Simulation Engine **Feb 2026**

- Engineered a dynamic missile-radar connectivity simulation with automatic failover across five tactical scenarios including saturation attacks and Iron Dome–style intercepts under real-time adaptive system constraints and load
- Implemented multiple guidance laws (Proportional Navigation, Augmented PN, Pure Pursuit, Lead Pursuit) with IFF validation and YAML-driven scenario configuration for modular, highly extensible, reusable, and scalable simulations

API Sentinel - Automated API Breaking Change Detection **Dec 2025**

- Published a pip-installable CLI tool that monitors OpenAPI schemas, captures daily snapshots, and classifies breaking vs non-breaking changes using diff detection and structured API analysis pipelines with 100% accuracy
- Integrated Slack alerts for automated notifications on API changes, catching breaking changes before deployment

SKILLS

Programming Languages: Python (5+ yrs), JavaScript/TypeScript (4+ yrs), Java (2+ yrs), Go, Swift, Dart

Software and Frameworks: Flutter, Next.js, React, Node.js, Bun, Express.js, Hono.js, Docker, Git, Linux

Cloud & Databases: AWS (S3, EC2, RDS, ElastiCache), Digital Ocean Droplets, REST APIs, PostgreSQL, SQL

Interests: AI's Perceived Intelligence, Deep-Focus Problem Solving, Papa John's