

# Phil Vishnevsky

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## Software Engineer | C++, TypeScript, Machine Learning

### WORK EXPERIENCE

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#### CEM Corporation

Charlotte, NC • 05/2025 - Present

##### SWE Intern

- Designed and developed a Rust-based WebSocket & TCP server to automate device testing on Windows, Linux, and ARM targets, used by 30+ engineers.
- Implemented loadable, editable JSON command palettes to define and execute complex test sequences, accelerating test throughput by 10x.
- Engineered C++ control modules using Modbus protocol to operate stepper motors and absolute encoders, reducing manual calibration time by 95%.
- Optimized the core C++ framework for ARM platforms across four projects, with early error discovery, logging, and handling to improve program stability.

#### Underscore Games

Charlotte, NC • 05/2020 - Present

##### Lead Game Developer

- Developed Cubicle, an improvisational office-themed party card game, surpassing 164% funding on Kickstarter.
- Scored 2nd place in a competitive startup pitch competition, winning a total \$11,000 grant.

### EDUCATION

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#### Bachelor of Computer Science

University of North Carolina at Charlotte • GPA: 4.0

Charlotte, NC • 08/2022 - 05/2025

### PROJECTS

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#### Eternal Fitness

12/2024 - Present

Built Eternal Fitness, a Next.js/TypeScript full-stack app with PostgreSQL and Clerk. Engineered features for personalized workout plan creation, set/rep logging, progress dashboards, and secure user authentication.

#### Predicting E-Commerce Best Sellers

08/2024 - 12/2024

Built and compared Logistic Regression and Random Forest models to predict best-selling products, analyzing 80,000+ items and identifying key sales factors like price and discounts.

#### Ninerbay

08/2024 - 12/2024

Built a peer-to-peer marketplace for UNC Charlotte students using Node.js, MongoDB, and AWS S3. Engineered secure user authentication with email verification, image upload, and listing management features, supporting 100+ active listings.

### VOLUNTEERING & LEADERSHIP

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#### Entrepreneurship Club

08/2024 - 05/2025

Vice President

### SKILLS

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Artificial Intelligence, C#, C++, CSS, Data Visualization, Game Development, Java, Machine Learning, Python, ReactJS, Rust, Software as a Service (SaaS), SQL, TypeScript, Unity, UX