

Taron Moe-Stull

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Summary

Computer Science student (Montana State University, May 2026) focused on building correct, well-documented software across systems, data, and practical machine learning. Strong operator and crew lead with real-world ownership under constraints. Known for turning ambiguous problems into clear plans and shipped solutions.

Experience

Crew Lead — Operations & Logistics, Two Men and a Truck Aug 2025–Present

- Led residential and long-distance moves, coordinating crews of 2–6 across local and multi-day relocations.
- Owned on-site execution: task assignment, customer issue resolution, plan adjustments, quality control, and team performance.
- Performed daily vehicle inspections (DVIRs) and proactively mitigated safety risks to prevent incidents and downtime.
- Supported hiring and training through resume review, onboarding, mentoring, and shift leadership.
- Contributed to growth via on-site photography, social content, referrals, and customer review generation; exploring internal tooling for process improvement.

Rural Mail Carrier, United States Postal Service 2022–2023

- Independently managed a high-volume rural delivery route (~300 households/day), improving sequencing and workflow to reduce delivery time while maintaining accuracy and reliability.

Delivery Driver, Jimmy John's 2023–2025

- Worked 20–40 hours/week in a high-throughput environment (~3 deliveries/hour); regularly closed shifts, trained new hires, and covered additional shifts to maintain operational continuity.

Selected Projects

Reinforcement Learning for the Racetrack Problem Python

- Implemented and compared Value Iteration, Q-Learning, and SARSA in a stochastic racetrack environment with velocity-based state dynamics.
- Modeled a high-dimensional state space (position + velocity), stochastic acceleration failures, and two crash semantics (restart vs nearest valid cell).
- Evaluated convergence behavior, learned policy quality, and runtime cost across multiple track geometries (2-track, W-track, U-track).

Sudoku Solver — Constraint Satisfaction & Search Python

- Built a modular Sudoku framework implementing backtracking, forward checking, AC-3, simulated annealing, and genetic algorithms behind a shared interface.
- Used decision-level metrics (assignments, backtracks, prunes, arc revisions) for interpretable performance comparison across approaches.

Logical Inference in Wumpus World (FOL Reasoning) Python

- Implemented a First-Order Logic reasoning engine using unification, resolution, and proof by contradiction to classify cells as SAFE/UNSAFE/RISKY.
- Achieved 83% accuracy (10/12 environments) and analyzed inference cost growth with grid size and percept ambiguity.

Exact & Approximate Inference in Bayesian Networks Python

- Implemented Variable Elimination (exact) and Gibbs Sampling (approximate), including factor operations, evidence handling, and sampling schedules.
- Evaluated accuracy, runtime, and scalability across Child, Insurance, and Win95pts networks under varying evidence constraints.

Skills & Education

Skills: Python, C, Java, SQL, Linux, Git, Docker; testing, documentation, data analysis; RL, probabilistic inference, constraint solving, artificial intelligence, advanced mathematics, algorithm implementation

Certifications: Professional Scrum Master I (PSM I); DOT; Forklift

Education: B.S. Computer Science, Minor in Psychology — Montana State University Expected May 2026