

Andres Carrillo
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SKILLS

- **Programming:** C++, Golang, Cuda, Python, Keras, Tensorflow, Scikit-learn, MySQL, Bash, OpenMPI, PHP, Java, Javascript, CSS, HTML, Flask, Linux.
- **Self Motivated:** Self taught in multiple programming languages including MySQL, Javascript, Golang, PHP, Flask, and Tensorflow.
- **Problem Solving:** Enjoy researching interdisciplinary fields and incorporating domain-based best practices to better understand and approach new and novel problems in a creative way.

EDUCATION

California Polytechnic State University, Pomona
Bachelor of Science in Computer Science (May 2021)
Overall GPA: 3.02

EXPERIENCE

VYNYL, Los Angeles, CA

Quality Assurance Engineer (June 2016 - September 2016)

- Developed and validated Unit Tests for major projects with written bug reports, across multiple languages, including PHP, Java, and C++.
- Collaborated across multiple teams in an Agile environment with weekly scrum meetings and code reviews.

PERSONAL PROJECTS

Machine Learning & Artificial Intelligence

Link: <https://github.com/Andres8bit/Machine-Learning>

Link: <https://github.com/Andres8bit/AI>

- Created an ensemble Machine Learning Model for Covid-19 patient analysis. The model was then hosted using Flask for asynchronous calls from across both mobile and web applications.
- Implemented state of the art neural networks using Tensorflow and keras for Object classification, Stock Market Analysis, Image Segmentation, Image Creation, Super Resolution and Object Detection.

Parallel Computing

Link: <https://github.com/Andres8bit/parallel-computing>

- Worked in a High Performance Computing Cluster consisting of multiple traditional CPUs and Nvidia Tesla GPUs, while working in a Linux based environment.

Numerical Methods

Link: <https://github.com/Andres8bit/-Numerical-Methods>

- Implemented numerical algorithms in Golang for numerical approximation techniques in fields such as: Linear Algebra, Curve Fitting, Polynomial Interpolation, Massive Matrix Operations, Differential Equations, and Initial Value Problems.
- Utilized optimization techniques to move beyond naive approach to implement fast, scalable functions.