Andrew Kelton

Computer Science Student

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EDUCATION

University of Central Florida   **December 2026**

B.S in Computer Science   *Orlando, FL*

Relevant Courses: Engineering Applications of Intelligent Systems, Concepts of Parallel and Distributed Processing, Computer Science I & II, Systems Software, Computer Logic & Organization, Security in Computing, Object Oriented Programming, Calculus I & II, Intro to Discrete Structures, Statistical Methods I, Intro to Programming with C, Technical Presentations, Writing for Technical Profession

Florida Southwestern State College   **April 2023**

High School Diploma   *Fort Myers, FL*

Relevant Courses: Intro to Computer Programming

EXPERIENCE

Urban Sky   **May 2025 - Present**

AI Systems Intern   *Denver, CO*

- Currently working here as an AI Systems Intern will update when given permission.

PROJECTS

A Parallel TF-IDF Implementation in C++ | *C++, Bash, Python*   **January 2025 - April 2025**

- Designed and implemented a text classifier using TF-IDF scores and cosine similarity utilizing multithreading in C++.
- Implemented sequential and parallel implementations to test and compare performance (speed) and classification accuracy/precision.
- Created Makefile, Bash, and Python scripts to automate testing and compare benchmarks.
- Reported findings in an IEEE report and gave a class presentation for Concepts of Parallel and Distributed Processing.

MLB Game Predictor | *Python, C, JavaScript, SQL*   **August 2024 - Present**

- Created a web application using the Flask and React.js framework
- Implemented a decision tree in C, querying the results in the SQL database and posting the results to X (Twitter).
- Predicts MLB game outcomes and 1st inning over/under 0.5 runs with 70-80% accuracy.
- Used APIs including *mlbstatsapi* and the *X API*.

Portfolio Website | *HTML, JavaScript, CSS*   **September 2024 - Present**

- Created a portfolio website using HTML and JavaScript to showcase my skills

Virtual Machine | *C*   **September 2024**

- Collaborated with a team of 3 to develop a fully functional virtual machine and compiler for SPL using C and assembly.
- Coordinated tasks, team meetings, and ensured effective communication to meet project deadlines.
- Received 100% on each project submission.

SKILLS

Programming Languages: [Best]: Python, C/C++ [Comfortable]: Java, SQL, Bash [Experience]: Golang, JavaScript, Rust, HTML

Frameworks: Flask, scikit-learn, PyTorch, React, Django, Tkinter

Knowledge: Git, Microsoft365, Computer/Algorithm Architecture, API Usage/Development, AI/Machine Learning, Database Management, Data Analysis, Test Development, Multithreading/Concurrency

Miscellaneous: strong verbal and written communication skills, exceptional problem-solving skills, good team skills