

Anthony Paredes-Bautista

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EDUCATION

Cornell University - College Of Engineering

Ithaca, NY

Bachelor of Engineering in Computer Science

Expected Graduation Date: May 2027

Relevant Coursework:

Intro CS: Design & Development, Object-Oriented Programming and Data Structures, Engineering Applications of Operations Research, Mathematical Foundations of Computing, Linear Algebra for Engineers, Intro to Android (App) Development, Foundations of AI Reasoning and Decision-Making, Introduction to Analysis of Algorithms, Embedded Systems

PROJECTS

Portfolio

Human Protein Atlas Classification *Numpy, Python, Tensorflow, Pandas* January 2025 – January 2025

- Built a machine learning pipeline to classify protein microscopy images using data from the Human Protein Atlas.
- Preprocessed multi-channel images and implemented custom one-hot encoding for multi-label classification.
- Designed and trained a convolutional neural network (CNN) using TensorFlow and optimized data pipelines with `tf.data`.
- Evaluated the model using validation accuracy to assess performance (achieved a 95.72% validation accuracy).

Book Tracker (Not Deployed Yet) *MongoDB, Express.js, React.js, Node.js* September 2024 – Present

- Developed a full-stack web application for managing a bookstore using the MERN stack. The application supports book management, author management, and genre management, providing a user-friendly interface for both customers and bookstore staff.
- Designed and developed RESTful APIs for CRUD operations on book objects.
- Created a responsive and intuitive front-end using React.js, enhancing user experience.
- Integrated MongoDB for efficient data storage and retrieval.

Trivia Survey(Clash Of Clans) | *Javascript, ReactJs* January 2024 – March 2024

- Developed a front-end web application questionnaire about the great mobile game Clash Of Clans.
- Designed and implemented an interactive user interface with ReactJS for enhanced user experience.
- Used Flexbox to make my website layout more flexible and responsive.

Space Invaders | *Python, Kivy* November 2023 – December 2023

- Developed a replica of the classic Space Invaders game, complete with alien invaders, a player-controlled spaceship, and collision detection.
- Applied object-oriented programming principles to design game entities such as the spaceship, aliens, and projectiles, each as separate classes with their own properties and methods.
- Implemented encapsulation to ensure data integrity and protect the internal state of game objects.

TECHNICAL SKILLS

Programming Languages: Python, Java, JavaScript, Lua, HTML/CSS

Frameworks: TensorFlow, JUnit, Express.js

Libraries: React.js, NumPy, Pandas

Technologies: Git, GitHub, Node.js, MongoDB

Languages: English (Fluent), Spanish (Intermediate)

HOBBIES AND EXTRACURRICULARS

Hobbies

- I enjoy working out regularly to stay fit and healthy and love trying out new exercises and challenging myself.
- I am a big fan of video games and specifically enjoy First-Person Shooters. Peak Rank In Valorant: Platinum