

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

Current Relevant Coursework:

Mathematical Foundations of Computing, Linear Algebra for Engineers, Intro to Android (App) Development

PROJECTS

Portfolio

Roblox Tycoon *Lua*

September 2024 – Present

- Developed a Roblox Tycoon game featuring data saving, allowing players to save their progress and continue from where they left off. (Done)
- Added customization options for droppers and upgraders, enabling players to personalize their equipment with different skins, colors, and effects. (In-Progress)
- Designed core gameplay loops and a rebirth system to enhance replayability, allowing players to access more content and features as they progress. (In-Progress)

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

Languages: Lua, Java, Python, JavaScript, HTML/CSS, Spanish, English

Frameworks: JUnit, Express.js

Libraries: React.js

Developer Tools & Technologies: IntelliJ, Replit, Pulsar, VSCode, Git, GitHub, Node.js, MongoDB

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