

Anthony Paredes-Bautista

773-610-4769 | anthonyparedesb0@gmail.com | linkedin.com/in/anthonypb | github.com/APB

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

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)
- Implemented an upgrade system where players can enhance their droppers and upgraders, increasing the efficiency and value of the items produced. (In-Progress)
- 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)

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

Developer Tools: IntelliJ, Replit, Pulsar, VSCode

Libraries: React(Javascript)