Anthony López

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EDUCATION

Santo Tomás University   Tunja, Boyacá
Bachelor of Systems Engineer   *Aug. 2019 – Oct 2024*
- Tenth semester of Systems Engineering Grade point average: 4.6

EXPERIENCE

Undergraduate Full Stack Developer   March 2023 – Present
Soluciones de Tecnología eSMART-TEK   *Tunja, Boyacá*
- Worked on the development of an REST API using Node.JS with JavaScript and PostgreSQL to store pet data and their health conditions.
- Worked on the development of a full-stack mobile app using Angular, Ionic, PostgreSQL.
- Worked on a way to visualize data using QR codes generated by the backend.

SKILLS

CatsnDogs | *Python, TensorFlow, Matplotlib, Keras, Cv2, Numpy*   November 2023 – Present
- Trained neural networks for dog and cat recognition.
- Trained neural networks for cat and dog name recognition
- Displayed the name, type of animal and the image of the animal to be predicted
- Worked with at least 30,000 datasets of dogs and cats.

DevanGames | *Django, Html, Booststrap, Python*   May 2020 – June 2020
- Developed an app for buying video games with a shopping cart.
- Session system for storing the person's cart.
- Implemented a category search system for video games

TECHNICAL SKILLS

Languages: Java, Python, SQL (Postgres), NoSQL (MongoDB) JavaScript, TypeScript, HTML/CSS
Frameworks: React, Node.js, Angular, React, Django, Spring Boot, Refine, ASP.NET 6.0
Developer Tools: Git, Docker, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse
Libraries: Pandas, NumPy, Matplotlib, TensorFlow, Keras