

Anthony Sokolov [\(516\)-428-4668](tel:(516)-428-4668) | anthonysokolov20@gmail.com | github.com/anthonysokolov

Skills

Proficient: Python, C++, Git, Numpy, Pandas, Tensorflow, Alexa Skills Kit, Adobe Suite
Knows: Linux, Javascript, React, SQL, AWS

Experience

Undergraduate Teacher's Assistant, Hunter College Aug 2019 - Dec 2019

Provided individualized instruction for students taking Discrete Mathematics
Helped explain mathematical concepts in weekly recitations
Graded student assignments

Data Science Intern, Trill Labs June 2019 - Sep 2019

Built a recommendation system to connect users with relevant streetwear products
Implemented an API using methods of matrix factorization and collaborative filtering
Created a database and implemented counters to track user product views

CUNY IBM Watson Challenge, 2nd Place Jan 2019 - May 2019

Designed a platform to help college students study using IBM's Watson API
Used natural language processing and understanding to transcribe lectures and create review sheets
Created a business case analysis and presented to a panel of industry executives

Education

BA in Computer Science and Mathematics, Hunter College Aug 2018 - May 2022

Studying in the Daedalus Scholars Program
Relevant Coursework: Software Design, Discrete Mathematics, Computer Architecture
3.8 GPA

Projects

Autoserv

Created an application to automate car maintenance using the Smartcar API
Used odometer readings to estimate fuel levels and predict when maintenance is needed
Won award for Most Startup-Viable Hack at YHack 2018

MNIST Digit Classifier

Created a network capable of classifying images of handwritten digits
Constructed feedforward and convolutional neural networks using only Numpy

Glucontrol

Built an Alexa Skill using Python and AWS that provides a food's glycemic index
Used web scraping and data cleaning methods to gather glycemic index information

Laser Chess

Created a version of the board game Laser Chess in Python
Used Pygame to visualize the mechanics of a laser beam reflected off of mirrors
Used a 2D list to represent the board