Christopher D. DiZenzo

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EDUCATION

UNIVERSITY OF FLORIDA, Gainesville, FL Graduated: May 2020
Bachelor of Science in Computer Science Major GPA: 3.83/4.0
Completed Minor in Mathematics Minor GPA: 3.95/4.0
Cumulative GPA: 3.7/4.0

Relevant coursework:

COP6610 Machine Learning
EEL5840 Fundamentals of Machine Learning
COP4600 Operating Systems
CIS4301 Information Database Systems
CNT4007C Computer Networking
CEN3031 Software Engineering

TECHNICAL SKILLS

Languages: Proficient in Python, Javascript, Swift, C++, and Java
JavaScript frameworks: Node, Vue, Firebase, Cloud Firestore, Express, Ionic, React, and Angular
Python Libraries: Numpy, Pandas, Matplotlib, Seaborn, PyTorch, CUDA, Tensorflow, Scipy, and Scikit-learn
Software: Github, VScode, Xcode, and Eclipse

EXPERIENCE

Startup - Event Discovery Platform January 2020 - Present
Software Developer

- Created and launched a geocentric iOS app using Swift, SwiftUI, Firebase authentication (for Google and Facebook sign-in), Firestore (NoSQL backend), and Firebase Storage (backend image database).
- Implemented a single-page Web application using Vue.js that deep-links users to the iOS application, allowing users to share information stored in Firestore across devices.

University of Florida August 2019 - May 2020
Teaching Assistant (Discrete Structures)

- Led weekly class discussions of over 40 students and developed a practice problem library with solutions in order to enhance students' understanding of logic, algorithmic complexity, discrete probability, and graphs.
- Provided reviews of coding interview questions in order to enhance connection of subject matter to real world applications, including outlines of how course materials may be applied to fields in computer science - ultimately making the material less *discrete* from reality.

University of Florida March 2019 - August 2019
Research/Individual Study

- Applied featurization and a ResNet-101 Neural Network to detect explosive hazards from a Markov Ground Region Segmentation System.
- Developed object-detection algorithms including R-CNN, Faster R-CNN, and YOLO.
- Created a real-time hand-tracking system, using YOLOv3 on a handmade dataset, capable of detecting positions and gestures of a hand at speeds over 60 frames per second.

Gator MotorSports August 2016 - July 2017
Powertrain Group Lead Assistant

- Modeled the team's first full intake, engine, and exhaust wave simulation in Ricardo WAVE.
- Presented wave simulation data to design leads, including optimal valve intake and exhaust timings.
- Designed and manufactured a portable laser alignment system, decreasing alignment time by 50%.