Frank Bautista

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SUMMARY

I am a fourth-year Computer Science major with a minor in Mathematics, graduating in early 2025. Skilled in JavaScript, Python, and React, I have experience building AI-driven solutions, developing responsive web applications, and solving challenging problems with algorithmic design. My projects, like the Pac-Man AI Agent and RecipeRealm, showcase my ability to create efficient and user-focused applications. I am eager to bring my skills to innovative software development teams and contribute to impactful projects. Looking for a full-time work opportunity starting approximately May 2025.

SKILLS

Building AI-Powered Apps	Algorithm Design & Debugging	API Integration & Testing (Jest)
Full-Stack Web Development	Machine Learning Models	Version Control (Git)
Responsive UI with React	Database Management (SQL)	Strong interpersonal skills

PROJECTS

Pac-Man AI Agent

- Designed an AI agent for the Pac-Man game using minimax and alpha-beta pruning algorithms, achieving an 85% win rate.
- Developed custom adversarial strategies to enhance gameplay performance.
- Technologies: Python, Pygame Library.

Recipe Realm

- Built a responsive recipe-sharing platform with Next.js, featuring user authentication and dynamic routing.
- Designed a clean and intuitive UI for seamless browsing and recipe management.
- Technologies: React, Next.js, CSS.

28-Emotion Sentiment Classifier

- Trained a sentiment analysis model on Google's GoEmotions dataset, capable of recognizing 28 distinct emotions.
- Achieved 54% accuracy on test data with multi-label detection functionality.
- Technologies: Python, Pandas, Scikit-learn.

EDUCATION

Middlebury College
September 2021 – May 2025
Bachelor of Arts in Computer Science
Minor in Mathematics
GPA: 3.64

Relevant coursework: Data Structures, Algorithms, Artificial Intelligence, Software Development

LANGUAGES

Spanish
Conversational

English
Native