ANGST GREGORY

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EDUCATION

Hunter College New York, NY

Major in Computer Science Expected May 2026

Borough of Manhattan Community College

New York, NY Associate of Arts, Business May 2020

SKILLS

Computer: C++, Python, HTML/CSS/JavaScript, React, Linux, Bash, GitHub, VS code

Languages: Fluent in English and Spanish

WORK EXPERIENCE

Headstarter New York, NY

Software Engineering Fellow

Aug 2024 – Sept 2024

- Built and deployed 4 AI projects in 5 weeks using React JS, Next.js, Firebase, Clerk, and Vercel, following agile methodologies with weekly sprints and incorporated CI/CD practices for iterative deployment.
- Led development on SyncUp, a social platform for software engineers and developers built with React, Firebase, and Next.js, focusing on swipe-based interactions and real-time chat functionality to enhance user engagement.
- Participated in weekly mentorship sessions with engineers from Google, Y Combinator, Stanford, Amazon, and venture-backed startups, gaining insights into product scaling and user-centered design.

CodeDay Labs Seattle, WA (Remote)

Open-Source Software Engineering Intern

Jul 2023 - Aug 2023

- Collaborated in conceptualizing and developing 'Resume Talk', an AI-driven application that automates interview question generation via a drag-and-drop interface.
- Spearheaded the front-end development through designing the UI layout and integrating it with the backend to enhance user interaction and experience.
- Implemented quality-of-life improvements, contributing to a more intuitive and responsive front-end design.

PROJECTS

Resume Talk 2023 Summer Semester

- Developed an advanced interview simulator application utilizing ChatGPT 4 technology.
- Created a system allowing users to upload their resumes in PDF format, enabling AI-driven question generation.
- Engineered an automated feedback system to assess and enhance users' interview responses.

Personal Portfolio 2023 Spring Semester

Developed a personal portfolio website using HTML, CSS, and JavaScript, showcasing skills, experience, and Projects.

Solar System Simulation

2022 Summer Semester

- Created a Python program to simulate the motion of planets in the Solar System utilizing numerical integration techniques.
- Developed a program to calculate the gravitational forces between planets in the Solar System and used this information to predict the orbits of the planets.