Ines Bosch-Alfonso

http://inesbosch.github.io/Portfolio
647-381-3958
ines.boschalfonso@mail.utoronto.ca
http://linkedin.com/in/ines-bosch-alfonso-a30321179
https://github.com/InesBosch

Education

University of Toronto / *Expected graduation: April 2022*

BASc in Computer Engineering, Minor in Artificial Intelligence Engineering, Certificate in Engineering Leadership

Relevant Courses: Introduction to Computer Programming, Data Structures & Algorithms, Software Design & Communication, Engineering Design, Computer Organization, Introduction to Databases, Computer Networks

Skills

- Proficient knowledge of **Python**, **C/C++**, **HTML**, **CSS**, **JavaScript**, and **SQL**
- Skilled in **scikit-learn**, **NumPy**, **matplotlib** libraries
- Experienced in **Angular**, **React**, **GatsbyJS**, and **Node.js** web development technologies
- Great understanding of **Git** version-control system and unit testing
- Native fluency in **English**, and **Spanish** and working level proficiency **French**

Professional Experience

Full-Stack Web Developer Internship / *Ontario Public Service, May 2020 – August 2020*

- Worked in an **Agile** scrum team which collaborated daily via **Azure DevOps** and **Microsoft Teams**
- Solved documentation management deficit by developing a responsive **GatsbyJS** web application for a cloud documentation repository
- Debugged an existing **Angular** internal costing calculator web application and improved the user interface by implementing **Material UI**, resulting in **100% Accessibility for Ontarians with Disabilities Act (AODA) compliance**
- Improved the team's development experience by creating a mock API service which allows developers to continue working in their local environment

Projects

Geographic Information System (GIS), *January 2020 – April 2020*

- Tasked with coding and debugging a GIS software program in **C++** capable of solving distance minimization problems via computational algorithms such as Dijkstra's algorithm in a team of 3
- Optimized code by implementing multithreading, resulting in a **25% performance improvement**
- Managed team workflow by defining goals, setting internal deadlines, and logging team meetings
- Communicated software development advancements to stakeholders through reports and presentations

Frizz Quiz Web Application, *May 2020 – September 2020*

- Created a mobile responsive quiz web application using **React**, **Node.js** and **Material UI** which determines whether a user's hair will be frizzy at the current time given the user's input
- Recommend products by redirecting user to an external website, therefore reducing my personal bias
- Utilize OpenWeatherMap API to determine humidity in city indicated by user

Iris Species Classifier, *August 2020 – September 2020*

- Analyzed and classified the classic iris dataset using **Python** and various machine learning libraries
- Trained, tested, and evaluated a k-nearest neighbour classifier and a decision tree classifier using **scikit-learn** and **matplotlib**
- Created, trained, and tested a 2-layer deep neural network (NN) using **Python** and **NumPy**