
Summary

Recent college grad with a proven track record of excelling at jobs where analytical thinking and technical competency is essential. Possesses a wide knowledge of different areas in programming (web, statistical, data science).

Education

Cornell University Ithaca, New York

Bachelor's Degree: Computer Science and Economics Major, May 2020 Graduate

Relevant Coursework: Data Driven Web Applications, Obj Oriented Programming and Data Structures, Discrete Structures, Intro to Data Science, Intermediate Programming for the Web, Text-mining for World Literature, Foundations of Artificial Intelligence.

Intro to Machine Learning, online Udacity course, August 2020:

Took an introductory course that introduced common machine learning models such as Random Forest, SVM, Linear Regression, and articulated the benefits and deficiencies of each model.

Work Experience

LDI Replication Lab (Cornell University)

Research Assistant

Ithaca, NY

October 2019 – May 2020

- operated with an undergraduate research team that writes comprehensive review reports of the most prominent current economic research through the AEA (American Economic Association)
- tested and debugged a variety of statistical languages such as MATLAB, Stata, Python, and R, which were used to derive statistics and figures
- carefully reviewed papers for compliance with standard convention and made reviews when needed using the JIRA ticketing system

CEMEX

Automation Engineer Intern

West Palm Beach, Florida

May 2019 – August 2019

- orchestrated attempts to improve the efficiency of the Transactions departments by developing strategies to automate tedious manual processes
- created a VBA script that made organizing and printing invoices- a 2hr daily process- into a 2 minute fully automated process using Microsoft Excel, Adobe Pro, and Outlook
- collaborated with diverse teams across the organization in order to identify, analyze, and implement potential automation projects

UniVRsity

VR Developer

Ithaca, New York

March 2018- December 2018

- worked and aided in founding a student startup dedicated to providing affordable quality education to low-income children through Virtual Reality technology
 - performed in a small team setting to develop a minimum variable product for an interactive virtual reality educational application (through use of the Unity development platform and the C# language)
 - created and designed functional interactive objects in a virtual classroom: whiteboard, markers, etc to enrich student's learning experience
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Technical Skills

Proficient: JavaScript, Tableau, PHP

Intermediate: Python (Pandas,Skikit-learn, Numpy packages), HTML,CSS, SQL, Java

Professional Skills

Language Fluency: English, Spanish, Portuguese

Tools: Git, JIRA, Visual Studio, Stata, VBA, Excel,Jupyter notebooks