VICTOR SANDOVAL

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EDUCATION

B.S., Computer Science June 2023
University of California, Riverside

TECHNICAL SKILLS

Languages: Python, C++ , Javascript , Java , Kotlin , HTML/CSS
Frameworks: ExpressJS , Gtest , React Native , Ktor
Libraries: React , Matplotlib , NumPy , pandas , TensorFlow , PyTorch
Other: YOLOv5 , Bash , AWS, SQL , NoSQL , Git , Firebase , restAPI , Google Cloud, Agile Methodology

EXPERIENCE

Skoopin Inc, San Jose, CA: Software Intern (Remote) May 2023 – present

- Developed a comprehensive Bash and Python script to automate the creation of Debian packages with built-in version control. The script streamlined the packaging process by automatically managing version numbers. The resulting Debian packages achieved 15% smaller compression than previous iteration.
- Implemented a scalable logging framework in Python to track system activities across multiple modules and threads. Customized loggers and handlers to ensure comprehensive log coverage and integrated error handling mechanisms for exception tracking.

Sizzle Inc, Irvine, CA: Software Developer Intern (Remote) Oct 2022 – April 2023

- Collaborated in a team of four to develop a cross platform messaging application that targets IOS, Android, and Web. Utilized native frontend code (react, swift, kotlin) and Kotlin Multiplatform for backend code sharing. Achieved a 20% reduction in code duplication making for more manageable code base.
- Contributed to delivering project milestones ahead of schedule leading to a 10% reduction in project timeline.

PROJECTS

Exercise tracking mobile application (React Native, Expo, NoSQL) March 2023 – June 2023
Managed a team of five to develop user friendly mobile application for workout logging and exercise recommendations.

- Integrated exerciseDB API with filter/search functionality to provide user with workout recommendations based of target muscle and exercise name. The search algorithm achieved average time complexity of O(n)
- Configured push notification through Firebase Cloud Messaging Service for both Android and iOS devices to send reminder to user of a scheduled workout. Implemented a user-friendly interface that allows users to set the time and date of workout

Data Prediction on "Census Income" dataset (Jupyter notebook) November 2022 - December 2022
Part of a team that developed graphics and machine learning models to predict income based on several factors.

- Performed data preprocessing: handling missing values, removing duplicates, and resolving inconsistent formatting. Improved the overall data quality to ensure the accuracy and reliability of the analysis and modeling.
- Conducted exploratory data analysis (EDA) through visualizations (correlation matrix, bar plots, and scatterplot) using seaborn and matplotlib to find patterns on the relationship between race/sex/education and income bracket.
- Successfully trained a K-Nearest Neighbors (KNN) model on the preprocessed dataset, demonstrating exceptional predictive accuracy (85%), precision (72%), and recall (62.5%).

Remote Controlled Toy Car (C++, Arduino) June 2022
Designed and implemented an Arduino-based remote control toy car that uses AF Motors, IR Sensor, and more

- Integrated an ultrasonic sensor for obstacle detection, enabling the car to automatically halt when obstacles are detected within a safe distance.
- Developed a state-based control system with multiple states such as forward, backward, left, right, and stop, providing precise and responsive control. Achieved an average obstacle detection accuracy of 95% and a motor response time of less than 50 milliseconds, ensuring efficient and safe maneuverability.