Ansel Sanchez

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EDUCATION

Bachelor of Science in Computer Science

Minor in Data Analytics • University of Virginia • Charlottesville, VA • 2019-Present

Relevant Coursework: Software Engineering, Data Structures, Algorithms, Computer Architecture, Intro to Machine Learning

WORK EXPERIENCE

Software Engineering Intern   **June 2021 - August 2021, Annapolis, MD (Remote)**
Collins Aerospace
• Built a Gantt-style flight reporting chart application for internal post-flight metric analysis of the MultiLink flight tracking system
• Worked on the backend of the application, pulling flight data from AWS S3 Buckets
• Developed application functionality of reading, cleaning, parsing, and filtering JSON formatted flight data to be visualized
• Improved visibility and accessibility of commercial flight data for engineer use and analysis
• Technologies and Languages Used: AWS, JSON, Plotly, Python

Data Science Intern   **June 2020 - August 2020, Charlottesville, VA (Remote)**
Babylon Micro-Farms
• Built a full-stack data monitoring, visualizing, and alerting system for incoming hydroponic farm metrics from IoT sensors
• Built a dashboard of metrics to be used by both engineers and clients
• Utilized Python to expose metrics on a webpage to be scraped by Prometheus and visualized by Grafana
• Packaged and containerized application with Docker
• Gained familiarity with the Agile software development methodology
• Technologies and Languages Used: Docker, Git, Grafana, Prometheus, Python

PROJECTS

UVA Assignment Organizer
September 2021 - December 2021

• Built an assignment and schedule organizer web application, working with four other students in an Agile environment
• Tasked as the requirements manager to spearhead the elicitation process and oversee the implementation of the application requirements
• Developed application with the Django framework and pulled data from UVA class list API
• Technologies and Languages Used: Bootstrap, CSS, Django, HTML Python

Personal Website
May 2020 - Present

• Built a personal portfolio website to showcase experience and personal projects
• Learned basics of HTML, CSS, and JavaScript to build the website
• Technologies and Languages Used: CSS, GitHub Pages, HTML, JavaScript

Real Time Mask Detection Application
May 2020 - Present

• Built a real-time face mask detector with Python and OpenCV
• Trained data using a Haar Cascade Classifier

Super Kawaii Catching Game
November 2019 - December 2019

• Developed a "catch the falling objects" type game as the final project for UVA's intro programming course
• Built using Python, PyGame, and Gamebox

SKILLS

Proficient: Python, Java, C++

Familiar: HTML, CSS, JavaScript, x86 Assembly

Frameworks, Technologies, and Other Skills: Docker, Django, AWS, Prometheus, Grafana, Git, Linux, Bootstrap, OpenCV, Full-Stack Development, Web Development, Cloud Computing, Cybersecurity, Software Testing, Data Analysis, Data Visualization