

ANSEL SANCHEZ

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EDUCATION

AUGUST 2019-PRESENT (EXPECTED MAY 2023)

BACHELORS OF SCIENCE – COMPUTER SCIENCE, UNIVERSITY OF VIRGINIA

- GPA: 3.66/4.00
- Honors: Dean's List Fall 2019
- Relevant Coursework: Intro to Data Visualization, Intro to Programming, Software Development Methods, Intro to Data Science with Python, Discrete Mathematics

AUGUST 2015- JUNE 2019

HIGH SCHOOL, BRIAR WOODS HIGH SCHOOL

- GPA: 4.62/4.00, Class rank: 8/410
- Honors: LCPS Excellence in Education Awardee
- Relevant coursework: AP Computer Science A

PROJECTS/EXPERIENCE

MAY 2020 – PRESENT

PERSONAL WEBSITE

- Using HTML, CSS, and JavaScript to develop a personal portfolio website

MAY 2020 – PRESENT

REAL TIME MASK DETECTION PROGRAM

- Using Python and OpenCV to detect if a human is wearing a face mask with computer vision
- Training data using a Haar Cascade Classifier

NOVEMBER 2019 – DECEMBER 2020

SUPER KAWAII CATCHING GAME

- Used Python, Gamebox, and PyGame to create a “catch the falling objects” game as the final project for my Intro to Programming course

NOVEMBER 2019- DECEMBER 2020

RESTROOM FRESHROOM

- Developed and prototyped an automatic air freshener that sprays freshener when toilet is flushed for my first-year intro to engineering course
- Used SOLIDWORKS (CAD) to design the device and programmed an Arduino to activated the spray when the sound of a flush is detected

SKILLS

- Computer Languages and Frameworks:
 - Proficient: Java, Python
 - Familiar/Learning: C++, HTML, CSS, OpenCV, MATLAB, Jupyter Notebook
- Other Technical Skills:
 - Arduino, SOLIDWORKS

ACTIVITIES

NOVEMBER 2015- JUNE 2019

PEER REVIEW EDUCATION PROGRAM (PREP TUTORING)

- Created a free math and science tutoring program, offering subject help ranging from pre-algebra to pre-calculus and biology to physics
- Grew the tutoring service to 15 tutors and over 25 students in total
- Worked with tutors to ensure all tutoring operations ran smoothly

SEPTMEBER 2015- JUNE 2019

BRIAR WOODS HIGH SCHOOL SCIENCE OLYMPIAD

- Was captain of the team for three years and mentored the team of 15 members at various STEM related regional competitions in Virginia
- Was a competitor and studied AP level Biology, Chemistry, Computer Science for events
- Also used engineering skills to build a mousetrap vehicle