

Anghel De Las Casas

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EDUCATION

Stony Brook University, Stony Brook, NY

May 2020

Bachelor of Science: Computer Science / Minor: Business

Relevant Coursework: Cloud Computing, Introduction to Business for Non-Business Majors, Introduction to Data Structures, Principles of Database Systems, Procedural and Object-Oriented Programming, Systematic Program Design

Scholarships: CEAS Scholarship, Presidential Scholarship

SKILLS

Proficient: Java, Python

Experienced: CSS, Javascript, HTML, Git, JQuery, MongoDB, NodeJS, ExpressJS, ReactJS, SQL, Nginx, Elasticsearch, CassandraDB

Other: Fluent in Spanish

PROFESSIONAL EXPERIENCE

Data and Insights at Capgemini, New York, NY

June 2019 – Aug 2019

Software Associate

- Pitched to clients, the advantages and features of using a machine learning based schema mapping software called Tamr Unify
- Utilized the Tamr Unify API and Python for the purpose of exhibiting Tamr Unify key features, such as attribute mapping history
- Applied SQL commands to manipulate the unified dataset in a schema mapping project, to further showcase the benefits of the use of Tamr Unify

Stony Brook University, Stony Brook, NY

Aug 2018 – Dec 2018

Teaching Assistant for Systematic Program Design, Coding, and Testing

- Provided assistance to students by debugging code and explaining assignment details and expectations
- Reinforced essential software concepts such as multithreading and reflection, along with essential project frameworks such as JavaFX

PROJECTS

Squawker, Cloud Web Application

Sept 2019 – Dec 2019

- Social media application made using NodeJS and Express for the REST API, and Javascript, HTML, CSS for the front-end
- Hosted on Openstack and users are recognized using Session cookies and JSON Web Tokens
- User info is stored on MongoDB, post content on Elasticsearch and media files on CassandraDB

C4ME, Cloud Web Application.

Jan 2020 – May 2020

- College planning application made using NodeJS and Express for the REST API, and ReactJS for the frontend
- Hosted on Google Cloud Platform and users are recognized using Session cookies and JSON Web Tokens
- Dealt with scrapping relevant data from websites and files, along with building MySQL queries for the backend of this project

DataViLiJ, Desktop Application.

Jan 2020 – May 2020

- Application allows users to select an algorithm from a set of standard algorithms and show the user what changes and how in a 2D visual
- Built using Java and CSS with the incorporation of the frameworks JavaFX and ViLiJ

Alien Attack, Game

July 2018 – Aug 2018

- Project was created in order to familiarize myself with Python syntax and the user of python modules
- Modules used were from the cross platform set, Pygame and the end product was a game in which the player controls a spaceship that shoots down aliens

LINKS

LinkedIn: <https://www.linkedin.com/in/anghel-de-las-casas-a37a53147/>

Github: <https://github.com/adelascasas>

Facebook: <https://www.facebook.com/anghel.delascasas>

Website: <https://adelascasas.github.io>