Albion Shoshi

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EDUCATION

The Pennsylvania State University
Bachelor of Data Science — Expected Graduation: May 2026

TECHNICAL SKILLS

- Languages: Java, C++, JavaScript, HTML, CSS, python
- Frameworks: Java Swing/AWT, React
- Software: Unity, Blender, MongoDB, SQL
- Technologies: API and web development, Git, GitHub
- Python Libraries: pandas, Gymnasium

RELATED EXPERIENCE

The Lost Draft | New York, NY — *June 2023 to August 2023*

- Part Time barista working in SoHo
- Collaborated with coworkers to create new beverages

Computer Science Club | Penn State Erie, The Behrend College — *October 2022 to Present*

- Member of ACM, which introduces students to real-world projects used in professional environments
- Teaching students programming languages, attending competitions, and completing projects

Computer Engineering Club | Penn State Erie, The Behrend College — *September 2022 to Present*

- Collaborating with other students to explore new technologies by designing and building projects

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PERSONAL PROJECTS

Neurosis

- Psychological horror game based on our main characters journey to discovering the truth about him
- Built in Unity, written in C#, and models creating using blender
- Worked with Jeremy Chernin and is currently available on the steam shop

Personal Portfolio Web | https://albionshoshi.github.io/

- Built a personal React Web App as a personal portfolio
- Includes more of my personal projects, personal descriptions of myself, and a link to this resume

AI Applications | Chess AI, Tic-Tac-Toe AI, Blackjack AI

- Created Chess AI bot capable of beating 700 ranked players using evaluation functions
- Created Tic-Tac-Toe AI bot with a guaranteed win/draw with every match using minimax search
- Created a Blackjack AI using Q-learning and plays optimally in its environment

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RELATED COURSEWORK

Machine Learning, AI, Data Structures and Algorithms, Advanced Statistical Modeling, Discrete Math