Albion Shoshi

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EDUCATION

Penn State University, B.S. in Data Science, GPA: 3.2 / 4.0 *Aug 2022 - May 2026*
Relevant Coursework: Data Structures & Algorithms, Machine Learning and Algorithmic AI, Artificial Intelligence
Member: Computer Science Club, Computer Engineering Club, Fashion Club, Bodybuilding Club

TECHNICAL SKILLS

Programming Languages: C++, Python, Java, HTML, CSS, JavaScript, C#
Frameworks & Tools: React.js, Git, Java Swing/AWT, Unity, Blender, MongoDB, SQL, Hadoop MapReduce, Apache Spark

WORK EXPERIENCES

The Lost Draft **NYC, NY**
Barista | Customer Service, Beverage Preparation, Maintenance and Clean *Jun 2023 - Aug 2023*
- Collaborated with co-workers and other baristas to create and demo new drinks for each season.
- Managed the daily supply of coffee beans as well as other pastries made in the shop each day.
- Dealt with customers and provided fresh coffee and other drinks.

PROJECTS

Neurosis | Unity, C#, Blender, Steam *Aug 2023 – current*
- Collaborated with a group of friends to create a singleplayer game based around philosophical principles of who you are. The Psychological horror is based on based on our main characters journey to discovering the truth about himself
- Designed and implemented the entire storyline as well as configuring movement and adding and developing models.
- Led developing the story as well as structuring out the layout of the game and making models.

Ship Game | Unity, C#, Blender, Steam *Oct 2024 - current*
- Designed and developed a multiplater game with a group of friends stranded on a cargo ship. The horror game is based around working together with your crew to survive the upcoming nights and make it back to shore.
- Implemented each level, increasing in difficulty the higher the level, and worked on player models.
- Designed the main boss using reinforcement learning to target the best players.

AI Applications/Agents | Python, Pandas, OpenAI Gymnasium, Pygame *Aug 2024 - Dec 2024*
- Developed AI agents using Q-Learning, MDPS, DNNs, for multiple puzzle games.
- Utilized OpenAI Gym and Pygame environments to create optimal agents for chess, blackjack, tic-tac-toe, and other models based on RL.
- Leveraged python environments and created the most optimal agents for the goals. The chess agent was capable of beating a 700 rated player on chess.com and the blackjack agent averaged around 45% win rate.

ML Applications | Python, Pandas, DNNs, K-nn, scikit-learn, LibSVM, XGBoost *Jan 2025 - current*
- Developed ML algorithms using DNN, K-nn classifiers, PCA, SVM, and other ML models.
- Utilized the Pima Indians Diabetes dataset from the UCI repository to experiment with the k-NN algorithm and find the optimal value for the number of neighbors k.
- Experimented with non-linear classifiers such as SVM, XGBoost, and RandomForest for classification of the Adult dataset. The models then had their hyperparameters tuned when split into testing and training data and had accuracies measured and compared amongst the classifiers.

LEADERSHIP

Computer Science Club **Erie, PA**
Secretary of Computer Science Club *Sep 2023 – May 2024*
- Spearheaded all professional events, reinforcing club engagement and fostering an inclusive community within the CS department by providing over 100+ members with a variety of professional development events and technical learning opportunities.