

Albion Shoshi

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EDUCATION

Penn State University, B.S. in Data Science, Math Minor, GPA: 3.2 / 4.0

Aug 2022 - May 2026

Relevant Coursework: Data Structures & Algorithms, Machine Learning and Algorithmic AI, Artificial Intelligence,

Linear Programming, Probability Theory, Game Theory, Dynamic Programming Concepts, OOP

Member: Computer Science Club, Computer Engineering Club, Albanian Club, Coffee Club

TECHNICAL SKILLS

Programming Languages: C++, Python, Java, HTML, CSS, JavaScript, C#

Frameworks & Tools: React.js, Git, Next.js, Unity, Blender, MongoDB, SQL, Hadoop MapReduce, Apache Spark, Java Swing

WORK EXPERIENCES

The Lost Draft

Barista | Customer Service, Beverage Preparation, Maintenance and Clean

NYC, NY

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 our main character's 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.

Warden | Python, Typescript, SQL, Next.js, TailwindCSS, FB Prophet

Aug 2025 - current

- Designed and developed a budgeting envelope style crediting app showcasing key features like longtime forecasting of your finances, investment tracking, and overall budgeting.
- Coordinated the long term forecasting using Facebook Prophet as the forecasting model which will pull a JSON file from the database, evaluate and then send it back to the JS backend.
- Solved how to overcome and have a predictive model without the required amount of data using Facebook Prophet.

AI Applications/Agents | Python, Pandas, OpenAI Gymnasium, Pygame

Aug 2024 - current

- 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 a 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.