ALDRIN AMISTOSO

Bakersfield, CA | P: +1 6614974231 | aamistoso10@gmail.com
LinkedIn | GitHub

EDUCATION

CALIFORNIA STATE UNIVERSITY BAKERSFIELD Bakersfield, CA
Bachelor of Science Expected December 2024
Major in Computer Science
Relevant Coursework: Software Engineering; Operating Systems; Algorithms; Artificial Intelligence; Database Systems; Data Structures; Computer Networks; Distributed Systems; Programming Languages;

UNIVERSITY/PERSONAL PROJECTS

E-PORTFOLIO

- Designed and developed a personal portfolio using HTML, CSS, and JavaScript

NEURAL NETWORKS PROJECT Oct 2024 - Present

- Collaborated with a team to develop a Python-based application for loading, cleaning, and processing a large dataset containing customer financial data
- Implemented a neural network model using TensorFlow and Keras to classify credit scores into multiple categories
- Designed a modular workflow with a main menu allowing users to load data, preprocess it, train the model, and generate predictions
- Utilized advanced data cleaning techniques to handle missing, incorrect, and inconsistent values
- Conducted train-test splits and optimized model performance by calculating metrics such as accuracy, precision, recall, and F1-score
- Automated the generation of prediction reports and confusion matrices for model evaluation
- Delivered the project in a Jupyter Notebook environment following robust coding practices and error handling strategies

MESSAGING SYSTEM APP Oct 2024 - Present

- Collaborated with a team to develop a distributed messaging app using Android Studio for the frontend and Firebase for the backend
- Designed Firebase Authentication to handle secure user registration, login, and account management
- Developed the Home Page with an Inbox to dynamically display received messages and a Compose Fragment for message creation and delivery
- Integrated real-time database functionality via Firebase, enabling message synchronization and delivery when users are offline
- Implemented reliable message queuing to ensure messages are stored and delivered when recipients reconnect
- Optimized the UI for responsive layouts and intuitive navigation

AERIAL – AIRPLANE SIMULATOR GAME May 2024

- Collaborated with one other student to develop an airplane simulator game in C++ with OpenGL, building a 3D obstacle course with dynamic environmental elements such as clouds, smokes, and collisions
- Designed and implemented physics for airplane movement and object interactions, including collision detection with obstacles like cubes and rings
- Applied complex mathematical computations to simulate realistic airplane behaviors, including plane velocity, camera control, and object rendering
- Integrated user interface features such as a pause menu, score tracking, and high-score functionality
- Utilized OpenGL to render 3D objects and X11 for user input, building an interactive, real-time gameplay experience

INFORMATIVE WEBPAGE (GAME OF THRONES) Sep 2023

- Developed an Interactive webpage using HTML, CSS, and JavaScript to display information about Game of Thrones characters.
- Integrated an API to fetch dynamic data, enabling pagination for efficient data presentation
- Implemented pagination to display characters efficiently with a responsive design
- Integrated components using JavaScript for dynamic content rendering based on user interactions
- Optimized for multiple screen sizes to provide a seamless user experience across mobile and desktop devices

ADDITIONAL

Technical Skills: C++, HTML/CSS, JavaScript, React, Python, Android Studio, and Firebase