

Andre Arcaina

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SKILLS/INTERESTS

Languages: Python (fluent), JavaScript (proficient), Java (fluent), C# (prior experience)

Technical: Flask (proficient), React.js (prior experience), Streamlit (proficient)

Developer Tools: VS Code, Unity, Adobe Photoshop, Figma, IntelliJ

Interests: Web & Game Development, DevOps, Machine Learning, Data Science

PROJECTS

myFootprint | *JavaScript, React-Native, Firebase* | [GitHub Link](#) May 2023 – Present

- Collaborated with two other programmers on a project for TurtleHacks 2023
- Developed and designed a simplistic mobile application with UX elements using Figma
- Implemented Firebase for user connectivity and authentication
- Implemented the "Earth Overshoot Day" formula to display user's CO2 Footprint

self.translate | *Python, CSS, Streamlit* | [GitHub Link](#) April 2023

- Collaborated with three other programmers on a project during 2023 DeerHacks
- Designed and developed a simplistic web application using Streamlit
- Utilized Co:here and Google Translate API for detecting and translating languages
- Implemented OpenCV, MediaPipe, and Cvzone for hand recognition in self.sign
- Additionally used OpenAI for generating a lesson plan through a user prompt

Stock-Predictor | *Python, JavaScript, Flask* | [GitHub Link](#) April 2023 – May 2023

- Developed a machine learning model using Keras and Sci-Kit Learn to predict the cryptocurrency ETH's prices for the next thirty days
- Utilized Jupyter's Notebook, Seaborn, and Matplotlib to display the graphs
- Flask application that allows user input to display more than just ETH prices, but any other stock/cryptocurrency
- Utilized Cryptocompare.com free API key for historical prices for each stock

Re-Tic-Tac-Toe | *JavaScript* | [GitHub Link](#) March 2023

- Created the game TicTacToe or X's and O's
- Constructed the game on a website that handles mouse input onclick
- Designed a grid with cells and gametiles alongside some animations with CSS
- Allows user to reset with a restart button that animates up on hover

Re-2048 | *JavaScript* | [GitHub Link](#) March 2023 – April 2023

- Created my version of the game called 2048, originally made by Gabriele Cirulli
- Constructed the game on a website that handles key inputs to slide the blocks
- Designed a grid with cells and gametiles alongside some animations with CSS
- With every movement input, there is a swiping animation alongside it

TwitterCow | *Python, Javascript, Flask, Snsrape* | [GitHub Link](#) Jan 2023

- Collaborated with three other programmers on a project during 2023 UofTHacksX
- Showcased data based on popularity of user's searches and past preferences
- Implemented Bootstrap in front-end development to display depending on the user's searches

EDUCATION

Honours Bachelor of Science (Co-op) Sept 2022 – Present

Toronto Metropolitan University

- Relevant Courses: Python, Java, Discrete Mathematics, Computer Organization