

# Andre Arcaina

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## SKILLS/INTERESTS

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**Languages:** Python, JavaScript, Java, C#, C++, SQL (mySQL)  
**Technical:** Flask, React.js, Streamlit, HTML5, CSS, Bootstrap, SQLite3  
**Developer Tools:** VS Code, Unity, Adobe Photoshop, Figma, IntelliJ  
**Interests:** Web & Game Development, DevOps, Machine Learning, Data Science

## PROJECTS

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- 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- Created my version of the game called 2048, originally made by Gabriele Cirulli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

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- Toronto Metropolitan University** Sept 2022 – Present
- Bachelor of Science (Honours)
  - Relevant Courses: Python, Java, Discrete Mathematics, Computer Organization
- St. Augustine Catholic High School** Sept 2018 - June 2022
- Ontario Secondary School Diploma
  - Awards: Honour Roll (2018-2022), STEM+ Certificate