

Andrew Persaud

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Education

The City College of New York (CUNY)

Graduated Fall 2022

Bachelor of Science in Computer Science

Relevant Coursework: Data Structures, Algorithms, Software Engineering, DevOps Engineering, Machine Learning

Skills

Programming Languages: Strong: Python(4y), JavaScript(4y) Intermediate: Java(3y), C++ (3y), Kotlin(2y), Swift(1y)

Frameworks, libraries and Tools: AWS, Pytorch, MySQL, Google Cloud Platform, Docker, React.js, Node.js, Git, Google Firebase, scikit-learn, Android Studio

Work Experience

The City Tutors (TCT)

November 2022 - Present

Software Engineering Intern

- Implemented a notification system to improve communication within the city tutors' staff and clients
- Debugged and resolved user authentication so that clients/staff can recover lost accounts
- Utilizing Agile practices using Slack and Trello to work and collaborate with the City Tutors team

Adidev Technologies

May 2022 – August 2022

Virtual Software Engineer Intern

- Used Flutter and Dart on an Android app which uses NFC to facilitate contact sharing and other content
- Implemented a feature to create Instagram-like stories to track the interaction using picture and videos
- Incorporated an API to track locations of interactions between users and clients within the app

Projects

Capstone Project

Fall 2021-Spring 2022

Backend Developer/Demonstrator

- Designed a program which uses computer vision to facilitate user interaction
- Improved robustness by enabling ambidextrous movements for user comfortability
- Utilized Media pipe to give users accessibility to machine learning solutions for CV tasks
- Hosted a live demonstration and explained concepts/motivation to the City College of New York Computer Science board.

Full-Stack University Website

Fall 2021

Full Stack Developer

- A graduate program management system aimed at prospective students, teachers, and administration
- Application signs up, authenticates users, keeps track of student/teacher history and verifies with registrar
- Built using React, Node, JavaScript, and NoSQL for frontend and backend

Hackathons

CUNY Hackathon 2021 (Game Development Category)

Spring 2021

- Developed an application which allows users to interact with a two-dimensional character
- Wrapped Min-Max logic in application to create an artificial intelligent opponent
- Utilizes Pygame to create a functioning computer game with Python as the scripting language

Affiliations/Volunteer Work:

CCNY ACM CLUB

Fall 2018 – Present

Helped the board come up with ways to teach new members computer science topics and coached new members on how to approach several technical problems