Andrew Ton

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EDUCATION

De Anza Community College
BA ComputerScience   *Cupertino, CA*
GPA: 3.9

- **Stanford Data Science Mentorship:** Supervised by Prof. Chiara Sabatti. Worked with a PhD Student in Stanford Statistics to analyze the relationship between Covid-19 cases and air pollution. Gained valuable experience in data interpretation and analysis using the Pandas and Statsmodels packages in Python.
- **UB Data Driven Material Design Internship:** Collaborated with Prof. Scott Broderick in the research and development of novel transparent defense ceramics. Utilized predictive modeling techniques using Pandas library in Python to drive data analysis and inform material design strategies.
- **NASA Aerospace Scholars (NCAS):** Learned about NASA's technology development process through participation in brainstorming sessions and lectures led by aerospace engineers.
- **De Anza Developers:** Joined developer community focused on hackathon projects.

Archbishop Mitty High school
GPA: 4.3   *Cupertino, CA*

- **UC Berkeley ATDP:** Completed a maze solver project using search algorithms like breadth and depth first search while working with my instructor Ben Cuan and colleagues to learn intro algorithms and data structures.
- **FRC 1351 Robotics:** Worked with the chassis team to create 3D models using CAD and used various machinery to cut and assemble different parts. I was in charge of the construction of dovetails which made attaching bumpers significantly more convenient for the team.
- **VSA Vice President:** Organized social events and was responsible for coordinating the Lunar New Years Club Day which had a turn up of over 100% more attendees than previous events.

WORK EXPERIENCE

CompTechS   **October 2022 – Current**
Intern   *Cupertino, CA*

- Refurbished laptops for students without access to computers.
- Troubleshooted errors and issues with faulty computers by deconstructing laptops.

Levis Stadium Warehouse   **August 2022 - Current**
Warehouse Worker   *Santa Clara, CA*

- Managed the delivery of pallet crates in a fast paced environment for 49ers football games and concerts.

PROJECTS

- **CalHacks 2022:** Worked on a music application for the company Zepp using JavaScript, Node.Js, and Figma. Attended multiple workshops about using APIs and machine learning.
- **Gacha Study Game**: Developed a gacha rolling simulator to incentivize studying, allowing users to roll for characters based on the amount of time they spent studying. Implemented a login page with advanced security measures, including cryptographic salt and hash techniques, and made API calls to retrieve and store characters.
- **Studio Ghibli Recipe Website:** Developed a dynamic Studio Ghibli themed recipe website using HTML CSS and JavaScript. Website allowed the users to listen to Studio Ghibli music, view certain food clips from the movie, and provide actual recipes for the user to cook.

SKILLS

- **Programming Languages:** Python, CSS, HTML
- **Frameworks:** Django