Anthony Duenez Ramirez

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EDUCATION

California State University of Monterey Bay, Seaside, CA
B.S. Computer Science (expected May 2027)
Hartnell Community College, Salinas, CA
Associate's Computer Science (2025)

TECHNICAL SKILLS

Languages: Swift, Python, C++, Javascript
iOS Development: SwiftUI, CoreLocation, MapKit, HealthKit
Backend: Node.js, Express

EXPERIENCE

Open Energy Dashboard - Micro-Internship
Open Source Contributor November 2025 – December 2025

- Enhanced the /units/edit API route by implementing a field-level partial-update merge system, ensuring only explicitly provided values overwrite existing database fields. This prevented unintended data loss and aligned unit-update behavior with the established pattern in meters.js (Pull Request)
- Updated src/server/routes/units.js to introduce safer mutation rules, improving backend consistency and reducing maintenance complexity across related API endpoints.
- Added a full end-to-end automated test (CG9) validating the platform's ability to convert energy readings from MJ → kWh inside the /api/compareReadings route. Defined a new MJ unit, created the conversion rule, wrote fixtures, and verified numerical outputs against expected results. (Pull Request)
- Expanded backend test coverage using **Mocha** and **Chai**, executed in a **Dockerized Node.js + Express + PostgreSQL environment**, ensuring reproducible results across development setups.
- Overcame the challenge of navigating a large unfamiliar codebase and learning the project's unit-conversion logic.

Handshake AI Fellowship
AI Trainer December 2025 - Present

- Developed and evaluated prompts to assess the performance of large language models (LLMs), enhancing their effectiveness.
- Analyzed LLM outputs for scientific accuracy, clarity, and depth in specialized subfields to ensure high-quality results.
- Contributed expert feedback to improve AI understanding of complex user inputs, fostering better user interactions.

PROJECTS

Steps - Screen Time Control (Swift, Healthkit, FamilyControls)

- Designed and developed a full iOS application that connects daily physical activity to screen-time limits by restricting selected apps until a user's step goal is reached. The system integrates HealthKit

to fetch real-time step data, handles background updates, and resets activity totals automatically at midnight.
- Implemented OS-level features using FamilyControls to dynamically block or unlock apps based on live HealthKit data, requiring careful state management, permission handling, and MVVM architecture.
- Built the entire UI in SwiftUI, including onboarding, settings, navigation flows, and goal-management interfaces. Created asynchronous data pipelines with async/await and Combine-style patterns to manage updates and ensure reliable behavior.
    - **Current status:** In active development; core features functional and UI workflows implemented.

StrideScribe (Swift, SwiftUI, CoreLocation, MapKit)

- Developed a real-time GPS run tracker from scratch, solving technical challenges such as accurate distance calculations, pace computation, time management, and route polyline generation using CoreLocation.
- Implemented background-safe location tracking with UIKit background task APIs, ensuring uninterrupted workout recording even when the app is minimized — a non-trivial requirement for fitness apps.
- Built a complete SwiftUI interface for live workout stats (distance, pace, elapsed time) with responsive animations, long-press controls, and haptic feedback. Created a workout history system using UserDefaults to store, reload, and delete runs.
- Integrated MapKit to render route overlays and designed detailed post-run summary pages with statistics and map previews.
    - **Current status:** Fully functional prototype with continuous refinements to UI, accuracy, and data persistence.