Anthony DeArmas
Software Engineer

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EDUCATION

Cornell University, Ithaca NY
Bachelor of Science in Computer Science, Expected May 2022

COURSEWORK

Computing Using Python • Object-Oriented Programming & Data Structures • Discrete Structures • Linear Algebra • Functional Programming • Artificial Intelligence • UNIX Scripting • Operating Systems • Data-Driven Web Applications • Database Systems • Computer System Organization • Ubiquitous Computing • HCI • Introduction to Analysis of Algorithms • Introduction to Computer Vision • Unix Tools and Scripting

SKILLS

Programming Languages: Python, Java, JavaScript, Lua, C++, HTML/CSS, TypeScript, SQL, OCaml, PHP, R, C

EXPERIENCE

CS Research Assistant, Current
- Collaborating with Cornell Tech Professor and PhD Candidate to measure efficacy of new visual programming interface for Quantum Computing.
- Debugging visual interface and thoroughly testing machine learning project components.
- Conducting randomized studies to measure effectiveness of new interface against existing APIs.

INFO 4240 Teaching Assistant, Fall 2021
- Taught recitation section of 48 students every week and held office hours to assist students with course assignments.
- Coordinated with professor and other teacher assistants to plan weekly schedules.

FTI Consulting Full Stack Engineer Internship, Summer 2021
- Committed various front-end and back-end features to master branches for multiple client projects.
- Gained client communication skills by attending client meetings with my team.
- Learned team workflow logistics and standard industry processes for submitting and testing code.
- Designed a MySQL database schema to optimize an existing database.

iD Tech Programming Instructor Part-Time, 1 year
- Taught students, ages 10-17 years old, the program development process and how to create optimized code using Lua, Python and Java.
- Lead my own online classrooms of 5 students through online video conferencing.
- Challenged and inspired students by assigning coursework that allows them to learn foundational programming concepts.

PROJECTS

Special Needs Children's Learning Platform, Late Summer 2020
- Collaborated with Cornell University students to create a full stack learning platform for children with special needs.
- Created user feedback form and connected data to NoSQL database for ML model to adjust user's difficulty.
- Optimized game framework to make future updates easier to implement and for faster performance.
- Designed a modern and responsive template for the overall website

GmodStore Notifier Application, Mid-Summer 2020
- Used Java to create an automated application that notifies users of newly posted freelance dev jobs listings on www.gmodstore.com/jobs
- Engineered a job searching algorithm that detects a new job posting or a change in latest job postings, such as deletions.
- Implemented a GUI using JSwing library so users can fully modify settings in real time and view application searching status.
- Utilized application to complete various Lua programming jobs for clients and gained a positive reputation in freelance

Job Assigner Application, Spring 2019
- Built an application to streamline the process of fairly assigning weekly house responsibilities to housemates
- Used Python to develop job assigning algorithm and foundational application components, Kivy to create an aesthetic and intuitive user interface
- Application has the ability to easily add and remove housemates and jobs that can be assigned via user interface
- Integrated export options that will automatically format job assignments into a text or Excel file