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## **Tony Salim**

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**EDUCATION** 

University of California, San Diego — 3.7 GPA Pasadena City College, Pasadena — 3.7 GPA

B.S. Computer Science
A.A Mathematics

Graduating on **DEC 2017**Graduated on **May2015** 

July 2017 - Current

SKILLS

Proficient:

Familiar:

Tools:

**Related Courses** 

Core : Data Structure, Software Engineering, Computer Organization, Computer Architecture, Data Structures, Algorithms, Operating System, Programming Language, Compiler Construction

AI/ML: Modelling & Data Analytics, A.I Statistical Approach, A.I Reinforcement Learning, Computer Vision, Data Mining, Neural Network Web: Interaction Design, Advanced HCI Programming, Back-end Web Programming & Database

Python •

Java

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Bash

OCAm1

Awk

PHP

Git

Vim

Ant

Azure

Linux SQLite

PostgreSQL

Android

Firebase

CircleCI

JavaScript Assembly

C++ •

**EXPERIENCE** 

Data Science InternSan Diego Supercomputer Center

Preprocessed and Analyzed real-time Geolocation data using python GDAL and pandas libraries.

- Implemented various feature extraction strategies to obtain important features from multiple Geolocation data such as designing kernel for convolution, parameter tuning and ensemble method.
- Designed and trained pipelines multiple machine learning model to be used in a real time web application
- Deployed machine learning solution to main wildfire analysis site using with on Flask framework REST API

Intern Cloudlanes July 2017 - Sep 2017

- Tested and deployed Cloudlanes Backup Accelerator server to VMs on Azure, Google Cloud Platform and Digital Ocean
   Researched and configured a backup mechanism using Veeam on Windows server to backup data from on-prem to Azure
- blob storage through Cloudlane's backup accelerator server
- Collaborated with fellow interns in researching storage and cloud infrastructure of several UCSD department to gain insights on different Cloud technologies and application of backup accelerator technology

Computer Science *Tutor* 

University of California, San Diego

**Sep 2016 - Dec 2016**Class size of 200+, Section size of 20+

- Course: CSE 103 Probability and Statistics

  Class size of 200+, Section size of Assist students in learning foundational knowledge in statistics, such as counting, probabilities, inferential statistics.
- Facilitated additional instructional discussion hours for students alongside TA, helping students to have deeper understanding of materials

**Computer Science** *Tutor* 

Pasadena City College

Feb 2014 - May 2015

Class size of 30+

Courses: C++ and Object Oriented Programming, and Data Structures

Assist students to learn foundational knowledge in programming in C++ and various data structures.

Planned and facilitated a supplemental instruction program for CS students with CS faculty instructors and tutors.

Python Library: Pandas

Web Framework

Node.Js + Express,

Flask, PHP, Leaflet

Jupyter • sklearn •

**PROJECTS** 

Pintura - NodeJs GeoAPI App (2017)

NodeJs, Express, Leaflet

- → Developed a mobile app that uses Leaflet.js GeoAPI to allow map based photo sharing application.
- → Implemented client and server side functionality for the main functionality of the map page.
- → Implemented persistent client session and user account of the application.

Mindlee - NodeJs Web App (2017)

NodeJs, Express

- Developed a mobile app that manages user stress level and notify user of their desired stress level.
- → Designed a responsive front-end interface with w3 and Express API.

CoupleTones - Android GeoLocation (2016)

Java, Android, Firebase, JIRA

- → Developed an app that tracks user's location and notifies users of their favorite location and proximity to the location
- → Implemented the backend with Firebase and Google Messaging API to store locations and networking features

**Knowledge Retaining Chatbot** — Al (2015)

C++, Qt, SQLite

- Designed and implemented natural language processing toolkits such as lexical analysis, and parsing libraries in C++
- → Implemented database to support the application with Qt framework and SQLite
- → Designed a command line chat bot that can answer questions based on given facts during the conversation

Puzzle Solver — AI, Simulation (2015)

C++, Qt, OpenGL

→ a N-dimensional sliding puzzle solver that uses A\* graph search algorithm with customized heuristic method to find the most optimal path to solve board configurations and animate the resulting path.

**AWARDS** 

**Dean's Honor** (2013-2015)

Honors in

Mathematics (2015)

awarded by Pasadena City College

**Basic Certification** 

(2015) awarded by National Tutoring Association