

Anthony Zhu

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SKILLS

- **Programming:** Python | C++ | Java | HTML | CSS | Bootstrap | Javascript | C | C# | SQL | Scheme/Lisp | Assembly | Git
- **Machine Learning:** TensorFlow | PyTorch | Pandas | NumPy | SciKit-Learn | PlotlyExpress | Matplotlib
- **Technologies:** PostgreSQL | MongoDB | VS Code | GitHub | Bootstrap | Flask | MSSQL | MYSQL | Microsoft Office | Power Automate | Anaconda | DeepNote | Google Colab | Jupyter Notebook | Unity | Blender
- **Spoken Languages:** English (Fluent) | Cantonese (Fluent)
- **Additional Skills:** Statistics | Regression | Software Development Life Cycle | SDLC | Data Analytics | Data Wrangling | Data Models and Modeling

EDUCATION

City College of New York, City University of New York (CUNY)

New York City, NY

Bachelor of Science in Computer Science w/ Dean's List, Grove School of Engineering

June 2024

Relevant Coursework: Data Structures, Algorithms, Database Systems, Software Engineering, Data Visualization, Linear Algebra

EXPERIENCE

Data Analyst/Research Specialist - NYC Department for the Aging

Feb 2024 - May 2024

- Worked with staff on research projects related to older adult populations and workforce development in NYC.
- Utilized Python, Pandas, Numpy and QGIS to analyze internal data and provide insights into aging population program performance and participation and provided recommendations and suggestions for improving client participation, stakeholder engagement, and socio-economic outcomes.

Tech Fellow - Technical Interview Prep (TIP) - Codepath

Jan 2024 - Dec 2024

- Effectively managed breakout room groups, supervising cohorts of multiple students, throughout the course duration by promoting active engagement within groups and fostering collaborative environments.
- Provided comprehensive support to students, addressing content-related challenges during class sessions and office hours.

Projects and Additional Experience

Machine Learning Engineer & Data Analyst CTP project - EmploymentReady

Oct. 2023 - Dec. 2023

- Developed an app that determines the percent chance of being hired in a software engineering role based on learned technologies and skills as well as suggesting additional skills that would further improve the chances of employment.
- Utilized Sci-Ki-learn and other machine learning technologies to create a gradient boosting predictive model that was trained on employment datasets to highlight desired skills to predict user employability based on a user's input.

Backend Dart/Flutter Engineer - Capstone Project - MazeBall

Jan 2023 - Dec 2023

- Developed a physics simulation of a ball with multiple parameters such as size and gravity that moves through a 2D space within a digital maze by utilizing the gyroscope and accelerometer and the tilting of a mobile device.
- Utilized sensor values with Dart's Sensor's Plus package to determine velocity and acceleration of ball based on angle of mobile device to calculate displacement of ball at real-time.
- Implemented image scanning algorithms to convert a digital image into a traversable maze for a simulated ball.
- Implemented collision detection algorithms to detect ball collision within walls of a 2D space.

Fullstack Software Engineer - Joe's Restaurant Project

Feb 2022 - May 2022

- Developed a restaurant ordering web application utilizing HTML, CSS, Bootstrap, Python, SQL and Flask whilst following a Software development life cycle.
- Oversaw the development of the web application as its manager and quality assurance and optimization specialist.
- Worked on several logic algorithms for the web application and increased SQL server database efficiency.

CUNY Tech Prep - Student Cohort 9 - Data Science Track

Sept 2023 - Jun 2024

- Completed technical projects using tools such as Python 3, Jupyter Notebooks, Pandas, Numpy, Scikit-learn, SQL and learned industry best practices for exploratory data analysis (EDA), feature engineering, data collection and processing, statistical modeling, data visualization, machine learning techniques, data science process, and big data.

Google G-Sweep via Basta

October 2023 - Dec. 2023, March 2024 - June 2024

- Engaged in weekly mentoring sessions facilitated by a seasoned Google software engineer, focusing on diverse coding paradigms, fostering a profound comprehension of fundamental programming principles and refining coding practices for optimized algorithmic solutions.

Leadership and Activities

Launch Science + Math Centers - Teacher

Sept 2023 - Jan 2024

- Provided instruction in Scratch and Python programming for students, fostering their technical acumen while cultivating a fervor for mathematics and other STEAM disciplines. Guided and mentored peers, ensuring their comprehension and igniting their enthusiasm for the subject matter.

Apex for Youth - Teacher/Instructor

Sept 2022 - Jun 2023

- Demonstrated adept leadership by orchestrating engaging and instructive sessions for afterschool programs, overseeing groups of up to 16 students. Spearheaded curriculum development for STEAM disciplines, crafting dynamic lesson plans tailored to each group's educational needs and interests.