

Cameron Romero

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Education

Drexel University: BS in Computer Science 3.28 GPA
Concentrations: Artificial Intelligence and Software Engineering Anticipated Graduation: June 2026

Technical Skills/Experience:

- Languages: Java, Python, C#, C, C++, JavaScript, HTML/CSS, Latex
 - Tools: Git, Flask, PyTorch, NumPy, Visual Studio Code, Microsoft Office, StarUML, Jira
 - Concepts: Agile, OOP, Machine Learning, Data Structures & Algorithms
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Professional Experience

Day & Zimmermann **Philadelphia, PA**
Desktop Support Intern September 2024 - March 2025

- Wrote over 15,000 words of documentation for future employees of the team
 - Assisted hundreds of clients remotely and in-person with software and hardware issues
 - Collaborated with other teams in the IT department to fix isolated and widespread problems
- Technologies used: Microsoft Teams, ServiceNow, Confluence, Endpoint Central, Carbon Black, ZScaler

University of Pennsylvania - Dental Medicine **Philadelphia, PA**
IT Helpdesk Coordinator April - September 2023

- Communicated efficiently with team members using Slack to address small and large-scale problems
 - Assessed and troubleshooted computer problems brought in by students, staff, and faculty
 - Maintained upkeep of computers, classroom equipment, and printers
- Technologies used: Slack, Confluence, Zendesk

Brooklyn Bouldering Project **Brooklyn, NY**
Youth Instructor, Coach July - September 2022

- Mentored a wide variety of ages and skill levels in rock climbing
 - Created and implemented different lesson plans to teach a range of different techniques and skills
 - Communicated with team members to ensure a productive and safe environment
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Projects

[DermaScope](#)
Group Project for Philly Codefest 2025 April 2025

- Trained a PyTorch Resnet-18 Model using 10,000 images to classify 7 different types of skin lesions
 - Leveraged gradient descent and cosine annealing over 50 epochs to achieve an accuracy of ~88%
 - Developed a web app using FastAPI to receive user images and produce model predictions in real-time
- Technologies used: Python, JavaScript, PyTorch, CUDA, FastAPI, Matplotlib, OpenAI, Python venv, Git

[Nebula Nonsense](#)
Secret Santa Game Jam 2023 December 2023

- Scripted core gameplay mechanics for a 2D bullet hell in Unity, including player movement, enemy AI, and responsive UI
 - Implemented dynamic enemy bullet systems using classes with various configurable attack patterns and behaviors
- Technologies used: Unity, C#, Git, Jira