

Cole Warner

19cowarner@gmail.com | (913) 522-5603 | [linkedin.com/in/cole-warner](https://www.linkedin.com/in/cole-warner) | github.com/colewarner24

EDUCATION

California Polytechnic State University, San Luis Obispo
Bachelor of Science in Computer Science

Graduated in June 2023; GPA: 3.50

Relevant Coursework: Data Structures, Systems Programming, Programming Languages, Distributed Computing, Knowledge Discovery From Data, Artificial Intelligence, Computer Security, Operating Systems

SKILLS

Python, Java, Javascript, SQL, C, C++, Bash, Scala, HTML, Rust, React, Vue, CSS, Tailwind, Node, Express, Django, Google Cloud, AWS, Heroku, Git, UNIX, MySQL, MongoDB, TensorFlow, PyTorch, Figma, Dockerfile, Spark, Hadoop

WORK EXPERIENCE

Back-End Developer

April 2022 - August 2023

Badabing MP | San Luis Obispo, CA
Javascript, Python, SQL

- Leveraged Node.js and Flask to write efficient and secure APIs for customer payments
 - Harnessed Google Cloud Platform to deploy microservices on Cloud Run and construct a MySQL database
 - Incorporated Coinbase API and webhooks to address user needs, boosting transaction volume by 25%
 - Implemented CICD with Github Actions and Cloud Build to increase developer operations by 20%
-

PROJECTS

Bag Of Music Application

January 2024 - Present

Python, Javascript

- Designed a web app that recommends albums based on user-inputted descriptors using machine learning and NLP
- Integrated Selenium to scrape a music database website, gathering descriptor data for 100,000+ albums
- Applied word vector mapping to analyze user prompts and find word similarities with album descriptors
- Deployed a full stack environment using Django and Vue.js using an AWS EC2 instance and NoSQL DyanamoDB

Tape Master VST with Deep Learning

March 2023 - June 2023

Python, C++

- Built a custom Virtual Studio Technology (VST) plugin using the JUCE framework to perform audio processing tasks
- Implemented TensorFlow using an LSTM model to apply real-time tape machine saturation effects in real time
- Designed user-friendly interface for modifying virtual audio effects enhancing accessibility

Machine Learning Chatbot

September 2022 - December 2022

Python, SQL

- Constructed a MySQL database by scraping Cal Poly Academic Shedule site with BeautifulSoup and PyMySQL
- Generated sample questions classified into 600 unique query templates to use for the model output
- Conducted testing for models and ensemble approaches using the Scikit-learn and NLTK libraries
- Implemented an optimal model using the random forest classifier that reached 81% accuracy on testing

Music Page Application

January 2022 - June 2022

Javascript

- Developed Full Stack App using Node.js and React interfacing with MongoDB in two week sprints
- Gathered and analyzed album and artist data from the Spotify Music API
- Deployed on Heroku through GitHub Actions with automated testing using Jest
- Directed a team of four developers using the agile methodology to deliver against aggressive deadlines