Andre Giske

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Portfolio: https://dregiske.github.io/portfolio-project/

EDUCATION

University of California, San Diego
La Jolla, CA

Bachelor of Science in Computer Science
Sep. 2023 – June 2027

- ACM AI Competitions Team
  - ∗ Association for Computing Machinery (**ACM**)
  - ∗ Develop competitions for programmers
- Automotive Club, Surf Club

EXPERIENCE

Haptic Feedback Research
Nov. 2024

Morimoto Labs
La Jolla, CA

- Haptic feedback research for robotic arm technology, increasing user experience with control and efficiency by **5%**.
- Tested user cases to develop efficient movement, used **C++ programming** for performance heavy tasks and quick position calculations.
- Explored ways to diagnose patients (temperature, heart beat) without human contact via robotics.

Startup Internship
July 2024 – Aug. 2024

Acting Connect
San Diego, CA

- App development and deployment with **Docker** for actors to communicate directly to producers, with secure end-to-end Application Programming Interface (**API**) endpoints and user authentication.
- Created web interface (UX design) in **Javascript** and **HTML/CSS** for seamless and user friendly experience, and direct messaging between users.
- Collaborative **Github** work with team members to develop features, report progress, and brainstorm.

Cyber-Security Services
Apr. 2025 – Jun. 2025

Net Serpent LLC
La Jolla, CA

- Cyber-security service app that utilizes custom authentication for secure access to metadata.
- Helped develop features for better user interface and overall app performance by **10%**.
- Provides custom secure endpoints for login, sign-up, email verification, and session tracking, written in **C programming**.

PROJECTS

Personalized News Rec Engine | *Python, FastAPI, SQLAlchemy, Pydantic, JWT*
May. 2025 – Present

- Personalized "For You" recommendation engine for personalized news feed, machine learning model that suggests personal content of **70% - 80%** relevancy.
- Tracks user interactions (clicks, likes, views) to filter relevant news via **newsAPI** and other pipeline methods.
- Built with **FastAPI** endpoints for the app routes, with **JWT** authentication for secure login/sign-up.
- Uniform **HTTP** request/response schemas made using **Pydantic**, and user metadata stored with **SQLAlchemy** Object Relational Mapper (**ORM**).

Blackjack Game Engine | *Java programming, Git, Java Collections*
Jan. 2025 – Mar. 2025

- Developed the game full game of Blackjack with all in-game features (split, double, betting system).
- Created with clean **Object Oriented Programming (OOP)** and **Java Collections lib** for optimal game flow.
- Fun interactive game engine for users to play and extend with **UI wiring**.

Similar Product Machine Learning Model | *Python, FastAPI, scikit, Pandas, Numpy*
Aug. 2025 – Present

- Content-based machine learning (**ML**) model with **Natural Language Processing (NLP)** to vectorize words
- Scalable **API** design using **FastAPI**, upon request the model feeds the user with 5 similar products of **80% - 90%** accuracy.
- Uses **scikit** K-nearest-neighbors Model (**KNN**) to find products of similar type based on various features.

TECHNICAL SKILLS

Languages: Java, Python, C/C++, Assembly, HTML, CSS, JavaScript, SQL.
Frameworks: FastAPI, PySpark, SQLAlchemy, Pandas, Numpy, Pydantic, JWT-Auth.
Developer Tools: Github, VS Code, Google Cloud Platform, vim, Linear, Docker, Kaggle, Excel.