

Jordi Bardia

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Education

Bachelor of Science in Computer Science

May 2022

University of Florida

Minor: *Statistics*

GPA: 3.53

Relevant Coursework: *Data Structures and Algorithms, Software Engineering, Databases, Computer Graphics, Deep Learning for Computer Graphics, Operating Systems, Linear Algebra, Regression Analysis*

Projects

Rogue Royale – Python

Jul. 2020-Present

- 2D single-player battle royale game written entirely in Python using Pygame.
- Wrote code for collision detection, map generation, player movement and interaction, game states, and render queueing.
- Currently working on AI implementation through decision trees.

Song Explore – React, Django, Scikit-Learn, JavaScript, Python

Jan. 2021

- Developed a web app in a team of 3 in a hackathon that takes a YouTube link of a song and recommends songs on Spotify using a cosine similarity.
- Worked on building backend in Django and designing the database.
- Won “Best Use of Cockroach DB”.

myAvatar – Python, Tensorflow, OpenGL

Nov. 2020-Jan. 2021

- Implemented a machine learning algorithm to render 3D models of faces from images.
- Developed a GUI application for taking photos, rendering 3D models from the photos, and displaying them through an OpenGL window.
- Wrote code to train and evaluate the machine learning model.

Neuro Navigation – React, JavaScript, HTML, CSS

Feb. 2020-Apr. 2020

- Developed React app in a group of 7 as a concept for a patient login for the UF Neurosurgery Department.
- Worked on front-end design, logic, and mobile implementation.

Skills

Languages: Python, C++, Java, JavaScript, R

Frameworks/Technologies: React, Tensorflow, OpenGL, Django, Git, Linux