

# Kyle Tranfaglia

## Computer Scientist Data Scientist



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### 🌐 LANGUAGES

**English** — Native/Bilingual

**Spanish** — Proficient

### 🏆 AWARDS

**Dean's List**, *Salisbury University*

Fall 2021, Spring 2022, Fall 2022, Spring 2023, Fall 2023, Spring 2024, Fall 2024

**Recipient of Richard A. Henson School of Science and Technology**

**Scholarship**, *Salisbury University*

Spring 2023 | Renewed Spring 2024

### 🧠 SKILLS

**Programming Language Proficiency**

C, C++, Python, Java, HTML, CSS, JavaScript, PHP, SQL, R, and BASH

**Software Experience**

Debian, Git, Visual Studio Code, Microsoft Office, and MySQL

**Hard Skills**

Software Development, GUI/UI Design, Web Application Creation, Database Management, and Data Analysis

**Soft Skills**

Leadership, Problem-Solving, Analytical Thinking, Collaboration, and Project Management

### 🎓 EDUCATION

**Bachelor of Science, Computer Science**, *Salisbury University*

2025 | Salisbury, Maryland

Foundations, Algorithms, and Artificial Intelligence Focus | Software Engineering Focus | Minor in Mathematics

GPA: 3.904

**Bachelor of Science, Data Science**, *Salisbury University*

2025 | Salisbury, Maryland

Computational Data Science Track

### 💼 WORK AND EXPERIENCE

**Intern: FEMA Visualization and Cost Benefit Analysis**, *City of Cambridge*

February 2025 – May 2025 | Salisbury, Maryland

I was a paid intern for the City of Cambridge. I developed a Python application that visualizes FEMA-related numerical model predictions using GIS and conducts cost-benefit analyses for various storm surge scenarios, aiding in disaster preparedness for Dorchester County.

**Math Emporium Tutor (Math and COSC)**, *Salisbury University*

September 2022 – May 2025 | Salisbury, Maryland

I hosted an open-door tutoring center that assists all undergraduate students in 100-level and 200-level Math and COSC courses.

**Computer Science laboratory Assistant**, *Salisbury University*

September 2024 – May 2025 | Salisbury, Maryland

I assisted in Computer Science 117: Programming Fundamentals (Java) and Computer Science 120: Computer Science I (C++).

### 📁 PROJECTS

**Celite**

February 2024 – December 2024

I led a team of three undergraduate software engineers, including myself as a full-stack developer, to develop a web application using HTML, CSS, and JavaScript that features a collection of cellular automata simulators.

• [celite.org](https://celite.org) 🌐

**Music Painter**

January 2023 – February 2024

I developed a downloadable software in Python that reads the data of a WAV file and converts it to a list of dominant frequencies and spectral data, then uses the data to create a 2-D graphical image.

• [musicpainter.org](https://musicpainter.org) 🌐

**Pinnacle Games**

September 2024 – May 2025

I programmed and designed a collection of downloadable Python games that incorporate AI algorithms to explore solvability and optimality.

• [Source Code](#) 🌐

**Chess Openings and Elo: Patterns and Predictions of Game Outcomes**

October 2024 – December 2024

I wrote a Python program and a research paper exploring the relationship between chess player Elo ratings, opening choices, and game outcomes, leveraging a dataset of over six million games from Lichess.org.

• [Source Code and Research Paper](#) 🌐