

Kyle Tranfaglia

Computer Scientist Data Scientist



✉ kyletranfaglia@gmail.com

🌐 kyletranfaglia.top

📍 Dagsboro, DE 19939

📞 +1 (302) 604-3499

🌐 kyle-tranfaglia 🌐 ktranfaglia1

🌐 LANGUAGES

English — Native/Bilingual

Spanish — Proficient

🏆 AWARDS

Dean's List, *Salisbury University*
Fall 2021 - Fall 2024 (all semesters)

Distinguished Computer Science Student, *Salisbury University*
Spring 2025

Richard A. Henson School of Science and Technology Scholarship, *Salisbury University*
Spring 2023 | Renewed Spring 2024

🧠 SKILLS

Programming Languages

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

Technical Skills

Windows, Linux, Git, VS Code, Microsoft Office, MySQL, PySide/PyQt, PyTorch, MPI, OpenMP, Pandas, Scikit-learn

Hard Skills

Software Development, GUI/UI Design, Machine Learning, LLM Development, Database Management, and Data processing, Visualization, and Analysis

🎓 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 [🔗](#)

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 [🔗](#)

Pinnacle Games

September 2024 – May 2025

I programmed and designed a collection of downloadable Python games that integrate 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 [🔗](#)