

# KYLE ANDRADE

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## Education

### McMaster University, Hamilton, ON

September 2022 - April 2027

*Bachelor of Software Engineering (Co-op)*

*cGPA - 3.95/4.0*

- Faculty of Engineering Award of Excellence Scholarship – 2022
- Golden Key Member Distinction (**Top 15%**) – 2023
- Dean's Honour List – 2023, 2024
- **Relevant Coursework:** Data Structures and Algorithms, Object Oriented Programming, Software Design

## Experience

### Software Engineering Society

August 2023 - Present

*Executive & Web Developer*

*Hamilton, ON*

- Assisting in the planning and execution of various events, gatherings, and activities hosting **50+** attendees to foster a sense of community within the Software Engineering program.
- Serving as a liaison between a cohort of **175** software engineering students and the society's leadership, advocating for student needs, concerns, and suggestions.
- Collaborating with the executive team and faculty to address issues and implement improvements in the program's curriculum, events, and extracurricular activities.
- Leading a website revamp in collaboration with fellow website developers to enhance the overall design and functionality of the current website.

### Furniture Bank

July 2022 - August 2024

*Donor Relations Associate*

*Etobicoke, ON*

- Engaged with customers on **HubSpot** and created **3000+** comprehensive files for them on **Salesforce**, prepared accurate quotes, and promptly scheduled **1000+** bookings to facilitate the furniture pickup or drop-off process.
- Handled a similar process for Furniture Banks across Canada, including the Redwood Furniture Bank in Barrie, the Matthew House Furniture Bank in Ottawa, the Oyate Tipi Furniture Bank in Winnipeg, and our partnership program with IKEA resulting in **\$555,000+** in total personal sales.

## Projects

### AllergyPal | *Python, Tensorflow, HTML, CSS, Javascript, Flask*

September 2024

- Designed a website using **HTML**, **CSS**, and **JavaScript** that allows users to input a list of dietary restrictions and use machine learning to detect potential hazards in their food.
- Trained a machine learning model on a dataset of **100,000+** food images using **TensorFlow's EfficientNetB0** architecture to classify **100+** food categories.
- Fine-tuned the model over multiple epochs, achieving over a **93%** accuracy and integrated prediction functionality for real-time image analysis and confidence scoring for food classification.
- Utilized the **ChatGPT 4.0 API** to retrieve common ingredients and food risks present in any given dish, which was then cross referenced with a user's dietary restrictions.

### Personal Portfolio | *HTML, CSS, Javascript*

August 2024

- Developed a fully responsive portfolio website using **HTML**, **CSS**, and **JavaScript** to showcase professional experience, technical skills, and personal projects.
- Implemented interactive features such as smooth scrolling, mobile-friendly navigation, and project showcase sections with links to their **GitHub** repositories.
- Optimized user experience with a clean, accessible design, and efficient layout across devices, ensuring seamless user experience across different devices.

### Fish Rush | *Python, Pygame*

December 2023

- Designed and developed a multi-level 2D game using **Python** and **Pygame**, featuring dynamic scene transitions, collision detection, and interactive player movement mechanics.
- Engineered a robust game logic system with multiple states (menu, level progression, pause, game over), integrating event handling for player inputs and seamless scene transitions.
- Utilized sprite management to handle various in-game assets, including characters, backgrounds, and game states, ensuring smooth frame rates and seamless updates.

## Technical Skills

**Languages:** Python, Java, C, Bash, Verilog, Assembly, HTML, CSS, Javascript, SQL, R, MATLAB

**Technologies:** Git, GitHub, SonarQube, Docker, JUnit, IBM DB2