**Fernando Quintero**

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**Education**

**Bachelor of Science in Computer Science, Minor in Mathematics December 2022**

*The University of St. Thomas - Houston, TX*  (UST)

**Relevant Coursework**: **(1351):** Object-Orientated Programming(**Java**), (**3375):** Database Systems (**Java**), **(3385)**:Computer Architecture, **(2351):** Data Structures(**Java**)

**Skills**

**Languages:**Python, Java, C++, Postgress

**Libraires:** Django, Celery, Pandas, TensorFlow, BioPython, GOATools

**Operating Systems:**Linux, Mac OS, Windows

**Internships & Extracurriculars**

**University of St. Thomas NSF Grant Researcher 2021 - Present**

*UST*

* Used API’s, TensorFlow, AWS Resources, and more to develop an application for detecting SCD’s in proteins given a FASTA file. Developed tools to study patterns of protein enrichment in those sets of SCD’s. Participated in the development of a Machine Learning Model to detect patters in the 3D protein structures created by the AlphaFold 2 technology.

**Computer Science Club, Vice President 2018 - Present**

*UST*

* Redefined the operation of the club through scheduling weekly meetings and events. Introduced weekly mini projects of python scripting. Tutored club members in Java. Attended Babylon Hackathon. Hosted weekly Project Euler problem solving sessions. Adapted the club to an online environment.

**Projects**

**Personal Website**

* Developed a personal website that uses CSS stylization and also servers as a hub for all my profiles pages, such as GitHub.

**University of St. Thomas online SCD Finder Tool**

* Updated an old university tool by rewriting some of the code and updating its format. Added a new section titled Explore Ontologies, which provides a user with a .xlsx file that contains the enrichment values for a specified GO Term, given a range of motif-repetition pair.
* The tool can also provide other information such as a graph of the p-value to motif relationship, and the n most enriched for GO Terms in the given motif-repetition range

**Platformer Game in C#**

* Developed a game in the Unity engine that is written in C#. The game was meant to be a demonstration of implementing various programming principles such as classes and inheritance. The game is playable and features three hand made levels.

**Awards**

* Recipient of the *Peggy & Bill Shiffick* Full Scholarship for the University of St. Thomas 2018