

RADLIFF JEANTINOR

📞 954-256-4848 ✉ radliffjeantinor@gmail.com 🌐 github.com/radliff 🔗 [linkedin.com/in/radliff-jeantinor-92853424b](https://www.linkedin.com/in/radliff-jeantinor-92853424b)

Education

University of Florida

Bachelor of Arts in Mathematics

Minor in Computer Science

Sep. 2022 – May 2026

Gainesville, FL

3.91/4.00 GPA

Relevant Coursework

- Programming in C++
- Sets and Logic
- Programming in Python
- Discrete Structures
- Linear Algebra in Data Science
- Data Structures/Algorithms

Experience

Carnegie Mellon University

Undergraduate Research Assistant

May 2023 – Jul. 2023

Pittsburgh, Pennsylvania

- Developed point datasets in Python in order to create temperature maps in ArcGIS for over 300+ zip codes to accurately assess the monthly average temperatures in Illinois.
- Designed methods using the pandas library in Python to link weather data from NOAA to 500,000 households in order to evaluate weather effects on energy usage.
- Assessed energy insecure areas by implementing a data frame into a logistic regression model utilizing statistical features and finding a 94% predictive accuracy.
- Visualized data using graphs and color graded maps to use in a report presented to superiors in the Civil Engineering Department.

UKG

Software Engineering Intern

May 2024 – Present

Weston, Florida

- Modified indexing system by creating compound indexes for MongoDB database containing over 100,000 entries, increasing read and write speeds by 30%.
- Developed API endpoints enabling real-time modification of database entities in a production environment, improving database utilization.
- Implemented unit tests for service interfaces and database indexes, ensuring robustness and reliability in database environments.
- Exposed to agile methodologies, actively participating in daily stand-ups and contributing to feature development within a CI/CD pipeline.

Projects

Minesweeper | C++

Dec. 2023

- Created a minesweeper game using the SFML library in C++
- Utilized object-oriented programming principles for modular code design and ease of maintenance.
- Incorporated features such as customizable grid sizes, timer, and mine counter.
- Designed and developed game logic, user interface, and input handling.

Spotify PCM | Python

April 2024

- Developed a Python application to calculate compatibility scores for Spotify playlists based on audio features using the Spotify API.
- Created server endpoints in Flask to handle client-side actions, retrieving data from user-submitted playlist links.
- Implemented a weighted sum average algorithm to calculate playlist compatibility scores, achieving a 20% improvement over previous brute force algorithm.
- Collaborated with a team through regular meetings and utilized GitHub for version control, ensuring efficient development and integration of the Flask backend with the React frontend.

Technical Skills

Languages: Python, C++, Java

Technologies/Frameworks: MongoDB, Docker, ArcGIS, Postman

Extracurriculars

National Society of Black Engineers

Academic Excellence Chair

May 2024 – Present

University of Florida

- Initiated planning for study nights and improved access to educational resources and scholarships.