

Salvatore Del Vecchio

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Education

College of William & Mary, BA Computer Science, 3.49/4.0 Williamsburg, VA | 2022-current
Relevant Courses: Algorithms, Discrete Structures, Software Development, Data Structures, Principles of Programming Language, Computer Organization, Finite Automata, Computational Problem Solving, Linear Algebra

Centreville High School, Advanced High School Diploma with Honors, GPA: 4.37/5.0 Clifton, VA | 2018-2022

Project Experience & Technical Skills

Webcam to ASCII Art, Personal Project August 2024

- Coded a program to convert images and real-time webcam feed into ASCII art. It analyzes the frame data and converts the pixels into corresponding characters with different settings for ASCII size, brightness, and color
- Skills: Python, OpenCV, terminal, image and video data, time optimization

Chip-8 Emulator, Personal Project July 2024

- Emulated the Chip-8 interpreted language based on known documentation for how it works. This allows any Chip-8 game ROM to be understood and be played and displayed using this program with debug features
- Skills: C++, SDL2, bit manipulation, low-level programming

Personal Portfolio Website, Personal Project June - July 2024

- Programmed a personal website for my portfolio. This was made to better display information about my skills and diverse projects while learning about web development (<https://saldelv.github.io/Portfolio-Website>)
- Skills: JavaScript, React, HTML, CSS, GUI, web development

Neural Network Pokémon Image Identifier, Personal Project May - June 2024

- Engineered and trained a neural network to predict images of different Pokémon. Accuracy results after much optimization for all 149 classes were similar to the expected accuracy for an average CIFAR-100 result
- Skills: Python, PyTorch, TorchVision, machine learning, image model training, GPU/CPU Optimization

Desktop RPG Game, Personal Project June 2024

- Designed and developed an idle RPG game that is played on your desktop. Makes use of GUI and database functions to create a unique and interesting game based on an original design idea with many features
- Skills: Python, GUI, SQL database, SQLAlchemy, game design and logic programming

3D Cube Temple Platformer Video Game, Personal Project May 2024

- Created a 3D platformer game with many unique features using Unreal game engine. Made in 2 weeks with no prior game engine knowledge to learn about and explore my interest in coding bigger video games
- Skills: C++, Unreal Engine, game design and logic programming, game engines

Startup Company Contract Work, Freelance Work November 2023 – February 2024

- Worked collaboratively on multiple instances with a startup company, including writing code to benchmark and compare different AI vector database speeds to greatly improve productivity and time spent testing improvements to their own vector database (<https://github.com/raydelvecchio/vdb-benchmark>)
- Skills: Python, vector databases, AI models, Pandas, time optimization, data analysis

Web Page Count Chrome Extension, Personal Project January 2024

- Developed a Google Chrome extension that keeps track of the number of times a specific web page is visited using the Chrome API. It allows users to view that information for each web page and reset it
- Skills: JavaScript, HTML, APIs, web development

Programming Skills: Python, C++, Java, JavaScript, HTML/CSS, Git, SQL, React, PyTorch, PowerShell, MS Office

Activities

- **William and Mary Archery Team**, 2022-current (Team Captain, Coach, and Armorer, 2023-current)
- **Izaak Walton Archery Team**, 2018-2022 (Competed at a national level)