Tomás Ortega Rojas

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EDUCATION

New York University, Graduate School of Arts and Science, New York, NY

May 2022

Master of Science in Computer and Information Sciences

Florida International University, School of Computing and Information Sciences, Miami, FL Bachelor of Science in Computer Science

May 2019

TECHNICAL SKILLS

Languages: Proficient in Java, Python, C/C++ and SQL — Familiar with Matlab and JavaScript

Libraries and Frameworks: Flask, Pandas, Numpy, Pytorch, Keras, Plotly, ScikitLearn, Hadoop, Spark

Tools: Bash, Git, VirtualBox, Docker, PostgreSQL, MongoDB, Amazon AWS, IATFX

PROJECTS

Self-Driving Car (JavaScript, HTML, CSS)

May 2022 - Present

- Developed a car racing game that allows the user to control a car through different real world scenarios.
- Implemented a neural network using JavaScript and trained it using a genetic algorithm for driving through a street while avoiding obstacles.

Texture Synthesis GAN (Python, PyTorch, Jupyter Notebooks)

Sep 2021 - Dec 2021

- Implemented a generative adversarial network, and trained it to generate different regular textures.
- Improved the performance of the original model to achieve better looking textures by augmenting the training data using rotations

Ray Tracer (C++, Eigen)

Aug 2021 - Dec 2021

- Implemented the ray tracing algorithm using c++ and a library for linear algebra called Eigen.
- Applied an optimization algorithm called AABB Trees to accelerate the rendering of 3D triangle meshes. This improved the rendering speed by 40x

Phishing Website Detection (Python, Scikit-Learn, Web Crawling)

Jan 2021 - June 2021

- Used machine learning to identify malicious websites trying to obtain passwords and other sensitive information through phishing attacks.
- Created a web crawler to gather information about both legitimate and malicious websites. This information was then used to train the machine learning algorithms.

Data Science Workflow Manager (Python, Plotly, Flask)

Jan 2019 - May 2019

- Implemented tools to automate essential parts of the data analysis process, including data cleaning, passing data to machine learning models and visualizing the results.
- Designed and Implemented the UX/UI for the web application using HTML/CSS/JS along with a python library for data visualization called Plotly

GeekText (ReactJS, JavaScript, Flask API)

January 2017 - April 2017

- Web-based application for browsing, filtering and purchasing books online. Implemented using HTML, CSS, JavaScript and React for the UX/UI.
- Designed and implemented RESTful APIs using python and Flask to process the product information and connect with the database from the UI.
- Applied software engineering principles along with the scrum agile methodology.

Bacon Number Calculator (Java)

Jan 2017 - April 2017

- Built a command line application to find the bacon number of two actors specified by the user. (The bacon number is the number of vertices needed to link any two actors)
- Developed graph algorithms using Java to efficiently find the distance between any two actors in the database.

EXPERIENCE

Freelancing & Volunteering

Jun 2020 - Present

New York City, New York, NY

- Worked directly with clients building webpages for e-commerce and personal websites.

Web Developer Intern

Aug 2019 - Jun 2020

 $GBP\ Solutions,\ Miami,\ FL$

- Implemented web scrapers using python to get real estate data from several different sources.
- Worked on a web application using Python, Flask, and PostgreSQL for statistical analysis of real state data.
- Developed application to find properties with similar characteristics in a specific geographic location within a specified radius using PostGIS.

Programming I and II Tutor

Aug 2018 - Dec 2018

Florida International University, Miami, FL

- Applied strong communication skills and problem-solving techniques working with students through programming exercises.
- Analyzed and debugged code with students to provide feedback and identify shortcomings.