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

Relevant Coursework: Big Data Science, Deep Learning Systems, Artificial Intelligence

Florida International University, School of Computing and Information Sciences, Miami, FL

May 2019

Bachelor of Science in Computer Science

Relevant Coursework: Databases, Graph Theory, Linear Algebra

Technical Skills

Programming Languages: Proficient in Java, Python, C/C++, JavaScript and SQL — Familiar with Matlab and PHP Libraries and Frameworks: Flask, Pandas, Numpy, Matplotlib, Pytorch, Keras, Plotly, ScikitLearn, Hadoop, Spark Tools: Bash, Git, VirtualBox, Docker, PostgreSQL, MongoDB, Amazon AWS, IATEX

Projects

Texture Synthesis GAN (Python, PyTorch, Jupyter Notebooks)

Sep 2021 - Dec 2021

Generative Adversarial Network (GAN), trained to generate different regular textures that can be used in 3D models.

- Improved the performance of the original model to achieve better textures by using data augmentation

Ray Tracer (C++, Eigen)

Aug 2021 - Dec 2021

Application for rendering 3D meshes and primitive objects such as spheres and rectangles using ray tracing

- Implemented the ray tracing algorithm from scratch using c++ and Eigen (library for linear algebra).
- Applied an optimization algorithm called AABB Trees to accelerate the rendering of 3D triangle meshes. This dramatically improved the rendering speed for large 3D meshes

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

Jan 2021 - June 2021

Command Line Application that determines if a website is malicious or not using machine learning.

- Created a web crawler using python to extract information from a collection of 100,000 websites.
- Trained machine learning algorithms for classifying websites as malicious or legitimate, achieving an accuracy of 95%

Data Science Workflow Manager (Python, Plotly, Flask)

Jan 2019 - May 2019

Web application for building and automating data science pipelines.

- Designed and Implemented the UX/UI using HTML, CSS and, JS along Plotly for data visualizations.
- Collaborated with a team of graduate students and developed tools to automate data cleaning, passing data to models
 and visualizing the results.

GeekText (ReactJS, JavaScript, Flask)

January 2017 - April 2017

Web application where users can browse, and purchase books.

- Developed an API using python and Flask to process the product information and get data from the database.
- Created a React component for displaying information about a selected book along with its rating, and comments.
- Collaborated in a team of 5 and applied software engineering principles along with the scrum agile methodology to complete the project.

EXPERIENCE

Freelancing & Volunteering

Jun 2020 - Present

New York City, New York, NY

- Worked directly with clients documenting requirements, and developing websites for e-commerce and blogging.

Web Developer Intern

Aug 2019 - Jun 2020

GBP Solutions, Miami, FL

- Implemented web scrapers using Python, BeautifulSoup and Selenium to get real estate data from multiple 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

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