Tony De La Nuez

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Education

Washington University in St. Louis — August 2015 - May 2018
Master of Science in Computer Science, Graduate Certificate in Data Mining + Machine Learning Candidate
Bachelor of Science in Computer Science
Bachelor of Science in Computer Engineering
Advanced Coursework: Data Structures and Algorithms, Microcontrollers, Web Application Development, Computer Architecture, Systems Software, iOS Development, OOP Development Lab (C++), Video Game Development

St. Mary's College of California — September 2012 - May 2015
Bachelor of Arts in Liberal Arts, Physics Focus (3 + 2 Engineering Program)
- 2014, 2015 USA Rugby Division 1 National Champions
Advanced Coursework: Modern Physics, Computational Physics (MATLAB), Mathematical Modeling (Python)

Technical Skills

Skilled: Java, Arduino, HTML, CSS, AWS, Swift, UNIX/LINUX, PHP, MySQL, Git
Working Knowledge: C++, JavaScript, MongoDB, AngularJS, Node.js, PHP, Python, Socket.IO
Basic Knowledge: React, Express.js, C, Ruby on Rails

Experience

Washington University in St. Louis – St. Louis, MO
Head Teaching Assistant (Data Structures and Algorithms) — November 2016 - Present
- Manage 300 student repositories, 50+ TAs, hold office hours, provide additional lectures, answer student questions

Creator, Instructor (Data Structures and Algorithms Seminar / WUCode) — November 2016 - Present
- Created and currently instruct 1-credit course to test 50+ students on data structures and algorithms implementations in a fast-paced development environment, utilizing pair programming and on-the-spot code review

E&J Gallo Winery – Modesto, CA — Summers 2012 – 2016
Electrical Engineering Intern, G3 Corporate Engineering — Summer 2016
- Designed HMI and PLC for factory equipment and wrote SOP for step-by-step testing protocol
Control Systems Engineering Intern — Summer 2015
- Designed PLC system to automate wine tank ON/OFF valves and flow pressure during product cycles and cleaning
Production Engineering Intern, G3 Mobile Bottling — Summer 2014
- Assisted bag-in-box wine trial; reduced dissolved oxygen introduced to the product by 20% of industry standard
Mechanical Engineering Intern, Gallo Glass — Summer 2013
- Led research, scope of work writing, contracting for $300k project to reuse water and create zero discharge facility
Engineering Intern — Summer 2012

Projects

Socket.IO Chat Web App - (Node.js, Socket.IO Web Application) — March 2017
- Built a chatroom application with multiple room functionality, user private messages, admin privileges

Pet App Watch Extension - (Apple Watch App) — March 2017
- Extended pet application to WatchOS, allowing user to feed/play with virtual pet via simple watch interface

MovieMate - (iOS Application) — February – March 2017
- Built app integrated with OMDB API which allows users to search movies, cache favorites, and find site to stream movie

News Website - (PHP & MySQL Web Application) — February – March 2017
- Developed a news site in PHP and MySQL with a focus on usability and web security

This Warlock of Mine - (GML PC Game) — January 2017 – March 2017
- Built platformer computer game in GML with enemy AI, custom physics, event scripting, and UI/UX consideration

Arduino Fitbit Clone - (C & Java Application) — November 2016
- Created fitness tracker with PC communication protocol, step, sleep, and temperature tracking, user interface

Class Advisor Web App - (MEAN Stack Web Application) — October 2016 – January 2017
- Created a web app to connect WUSTL students for class registration mentoring/advice