

TONY DE LA NUEZ

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SKILLS

SKILLED
WORKING KNOWLEDGE
BASIC KNOWLEDGE

Java, JavaScript, Arduino, HTML, CSS, AWS, Swift, UNIX/LINUX, PHP, Node.js, ExpressJS, MySQL, Git
C++, MongoDB, Python, Socket.IO, AngularJS, C, ExpressJS
ReactJS, Ruby on Rails

EDUCATION

- 2018 **Washington University in St. Louis**
M.S. Computer Science
B.S. Computer Engineering
B.S. Computer Science
Graduate Certificate in Data Mining and Machine Learning
Advanced Coursework: Data Structures and Algorithms, Microcontrollers, Web Application Development, Computer Architecture, Systems Software, iOS Development, OOP Development Lab (C++), Video Game Development
- 2015 **St. Mary's College of California**
BA Liberal Arts + Physics Focus (3+2 Engineering Program)
2014, 2015 D1A USA Rugby National Champions
Advanced Coursework: Modern Physics, Computational Physics (MATLAB), Mathematical Modeling (Python)

EMPLOYMENT

- Nov 2016 to Current **Washington University in St. Louis - St. Louis, MO**
Creator, Instructor (Data Structures and Algorithms Seminar / WUCode)
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
- Nov 2016 to Current **Head Teaching Assistant (Data Structures and Algorithms)**
Manage 300 student repositories, 50+ TAs, hold office hours, provide additional lectures, answer student questions
- Jun 2016 to Aug 2016 **E&J Gallo Winery – Modesto, CA**
Electrical Engineering Intern, G3 Corporate Engineering
Designed HMI and PLC for factory equipment and wrote SOP for step-by-step testing protocol
- Jun 2015 to Aug 2015 **Control Systems Engineering Intern**
Designed PLC system to automate wine tank ON/OFF valves and flow pressure during product cycles and cleaning
- Jun 2014 to Aug 2014 **Production Engineering Intern, G3 Mobile Bottling**
Assisted bag-in-box wine trial; reduced dissolved oxygen introduced to the product by 20% of industry standard
- Jun 2013 to Aug 2013 **Mechanical Engineering Intern, Gallo Glass**
Led research, scope of work writing, contracting for \$300k project to reuse water and create zero discharge facility
- Jun 2012 to Aug 2012 **Engineering Intern**
Organized and led Kaizen to evaluate systematic error in international processing and improved process time by 60%

PROJECTS

- Mar 2017 to Apr 2017 **WatchAlong - (Node.js Web Application)**
Created an application that allows users to create YouTube playlists and real-time rendered, PDF exportable notes
- Mar 2017 to Mar 2017 **Socket.IO Chat Web App - (Node.js, Socket.IO Web Application)**
Built a chatroom application with multiple room functionality, user private messages, admin privileges
- Mar 2017 to Apr 2017 **GroupUP - (iOS Application)**
App to connect students with groups around campus, chat integration with Firebase and JSQMessages
- Feb 2017 to Mar 2017 **MovieMate - (iOS Application)**
Built app integrated with OMDB API which allows users to search movies, cache favorites, and find site to stream movie
- Feb 2017 to Mar 2017 **News Website - (PHP & MySQL Web Application)**
Developed a news site in PHP and MySQL with a focus on usability and web security
- Oct 2016 to Dec 2016 **Arduino Fitbit Clone - (C & Java Application)**
Created fitness tracker with PC communication protocol, step, sleep, and temperature tracking, user interface