ALEX C. ZAHARIA

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EDUCATION

California Polytechnic State University - San Luis Obispo (Cal Poly)   **September 2020 - June 2024**
Bachelor of Science in Computer Science, Dean's List, Major GPA: 3.1

Universidad Carlos III - Madrid, Spain   **September 2022 - December 2022**
Study Abroad, Fall 2022, GPA: 3.6

SKILLS

Programming Languages: C, Java, Python, Git, Unix, HTML, CSS, Javascript, React, APIs, RISC-V, ARM, LC3
Software Engineering: OOP, Full Stack, Agile, CI/CD, Unit Testing (Jest, TDD), Peer Programming, UML Diagrams, Figma Prototyping, Azure Deployment
Machine Learning: scikit-learn, NumPy, Pandas, matplotlib, Apache Spark, RDD, Apache Hadoop, MapReduce, Predictive Modeling, Exploratory Data Analysis
Database: SQL, Firebase, Supabase, MySQL, Java Persistence API (JPA), Data Pipelines, ETL Processes, Schema Design, Constraint Preservation
Tools & Platforms: OpenAI API, Sportsdata.io API, Azure, Git, Unix, Firebase, Supabase, Figma, Jest, TalkJS

WORK EXPERIENCE

Computer Science Tutor at Grade Potential   **June 2023 - Present**
- Demonstrating leadership, adaptability, and interpersonal skills by mentoring students to reach their academic computer science goals
- Designing lesson plans, study materials, and hands-on projects tailored to individual students' needs and learning styles, focusing on Java and Python, data analysis in SQL, Pandas, and R, and hardware

Software Engineer Intern at 206 Realty   **June 2022 - August 2022**
- Developed a Python tool for aggregating and analyzing client data, generating data driven recommendations for prioritizing client leads
- Compiled and pre-processed data from internal databases and Excel sheets to find potential clients
- Designed a prioritization algorithm that ranked client leads based on conversion likelihood

Blockchain Project Manager   **April 2020 - August 2021**
- Successfully launched an NFT collection on Cardano and a BEP-20 token on Binance Smart Chain, achieving a $110,000 valuation
- Led a team of eight, conducting competitor and risk analysis, and ensuring streamlined project execution

Founder at SLO Dorm Cuts   **December 2020 - August 2022**
- Launched a convenient haircutting service at Cal Poly
- Utilized various marketing strategies to quickly establish a strong brand identity among students
- Designed logos, banners, business cards, and Instagram posts using Adobe Illustrator and Photoshop

SOFTWARE ENGINEERING PROJECTS

Linkd   **July 2024 - Present**
- Creating a unified B2B platform through React with lead generation and CRM functionalities
- Web scraping Google Maps, Facebook, Linkedin, and Twitter to gather potential client information
- Implementing a web form, landing page, and AI-driven chatbot to connect with potential clients
- Developing machine learning models to analyze and prioritize leads based on conversion likelihood
- Designing workflows: email sequences, drip campaigns, and follow-ups to maintain engagement
- Building detailed reporting and analytics features to help users track performance, identify trends, and make data-driven decisions

GridIron GPT   **September 2023 - Present**
- Full stack react development using React, OpenAI, SQL, Firebase, and Sportsdata.io API to create a hub for american football enthusiasts
- Implemented user authentication and real-time data synchronization using Firebase
- Leveraging the OpenAI API to build a dynamic search engine for football data in a SQL database

- Using machine learning models to enhance user engagement and functionality, such as a lineup optimizer, player projections, and odds predictions
- Compiling schedules, standings, and stats to deliver a complete and informative user experience

Haggle   **January 2024 - June 2024**
- Full stack React development utilizing Agile Sprint processes on a team of 5 to create a student-oriented online marketplace
- Created user stories, personas, UML diagrams, and Figma prototypes
- Developed and maintained Supabase database
- Implemented unit testing with Jest, TDD, and managed CI/CD pipelines for Azure deployment
- Handled user authentication (login, sign-up, password management) and OAuth integration
- Integrated TalkJS for chat feature (chat rooms and inbox)
- Collaborated with teammates through peer programming to overcome various challenges

MACHINE LEARNING PROJECTS

Predictive Modeling Tool for Real Estate Prices (In the USA)   **June 2024**
- Created a predictive modeling tool for U.S. home prices using various machine learning models
- Performed data preprocessing and exploratory data analysis to enhance model accuracy
- Evaluated multiple models to identify the best techniques for real estate price prediction

Exploratory Data Analysis for Insurance Policyholder Data   **May 2024**
- Preprocessed and cleaned the dataset by handling missing values and ensuring data integrity
- Visualized distributions and relationships using histograms, box plots, and count plots
- Performed chi-square tests and correlation analysis to find significance and relationships of features

Document Retrieval System   **April 2024**
- Tokenized, cleaned, and removed stop words from the document collection and queries
- Computed TF-IDF scores and cosine similarity to retrieve the top relevant documents for user queries
- Integrated and tested the system to ensure accurate and efficient document retrieval

DATA-ORIENTED PROJECTS

Jamba Juice Database Model   **February 2024 - April 2024**
- Outlined information needs, designed a SQL database schema for Jamba Juice, created an Entity/Relationship UML model and transformed it into SQL DDL
- Enhanced db integrity via schema refinement, lossless decomposition, and constraint preservation
- Leveraged Java Persistence API (JPA) for object-relational mapping to MySQL and writing queries

2023 Fantasy Football Quarterback Analysis   **June 2023 - August 2023**
- Developed ETL processes using Apache Spark, Dataframes, and SQL to analyze over 114,000 lines of weekly NFL player data from 1990 to 2022
- Created data pipelines to evaluate quarterbacks' fantasy football production, individual performance considering team dynamics, and to categorize quarterbacks in a tier list

OPERATING SYSTEMS PROJECTS

Tiny File System   **June 2024**
- Created a TinyFS file system in C with features like timestamps, file renaming, and directory listing
- Conducted thorough testing for file operations: opening, closing, reading, writing, and renaming files

Memory Management Unit (MMU) Simulator   **May 2024**
- Simulated a MMU in Python with page replacement algorithms: FIFO, LRU, and Optimal
- Translated logical to physical addresses
- Handled page faults and TLB hits with a simulated physical memory and TLB
- Tested thoroughly the reference sequences, frame numbers, and page replacement algorithms

Threading Library/Lightweight Processes   **April 2024**
- Developed a C API for creating and managing threads using a round-robin scheduler
- Implemented thread stack setup and context management
- Included features like thread creation, termination, yielding control, and scheduler integration

OBJECT ORIENTED PROGRAMMING PROJECT

Ocean Life Simulator   **November 2021**
- Built a user-friendly Java application simulating the life cycle of marine entities
- Implemented inheritance, encapsulation, and polymorphism within the class structure
- Controlled entity movement using single-step and A* pathfinding techniques