

# Andre Melendez

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andremele.dev/

## EDUCATION

**University of Texas at El Paso** — *B.S. Computer Science | Minor in Economics*

Major GPA: 3.71/4.00

Anticipated Graduation: DEC 2025

## EXPERIENCE

**Google Tech Exchange Program** — *Mountain View, CA*

JAN 2024 - May 2024

- Selected from **1500** applicants in a competitive Google technical assessment.
- Completed a semester-long academic program facilitated by Google engineers.
- Developed proficiency in **GitHub** for version control and collaborative software development.
- Became proficient with **Google Cloud Shell**, for managing cloud-based resources and automating workflows.
- Designed, implemented, and deployed a web app using **Figma**, **Python**, and **Streamlit** using **Google Cloud Shell**.
- Established connections with Google employees and peers, gaining insights into industry practices and corporate culture.
- Participated in mock technical interviews gaining insight into common patterns and strategies from a Google engineer.

## PROJECTS

**Creating a Language Learning Model** | [github.com/Andre-210/Creating-an-LLM](https://github.com/Andre-210/Creating-an-LLM)

MAY 2024

- Developed a character-level **LLM** in Python using a neural network to predict the next character in a sequence.
- Worked closely with a Google engineer to design and implement the model, ensuring best practices and efficiency.
- Utilized **Google Colab** and **PyTorch** for GPU access, and effective tensor management.

**Gen AI Interior Design Web App** | [github.com/Andre-210/ARCD](https://github.com/Andre-210/ARCD)

JAN 2024 - MAY 2024

- Created a web app that generated AI images, streamlining the creative process and reducing concept time for interior designers.
- Implemented a dynamic UI featuring image generation of interior designs leveraging the **Vertex Vision AI API**.
- Worked with **BigQuery** tables to construct prompts for the **Vertex Vision AI API**.
- Implemented **CSS** and **HTML** components to utilize within **Python Streamlit**.
- App provided over **1,000** unique images by combining just **15** room types and **100** interior design style options for user inspiration.

**Chess Game** | [github.com/Lgoma/AOOP16](https://github.com/Lgoma/AOOP16)

JAN 2024 - MAY 2024

- Led a team of **3** to implement a chess game practicing object-oriented principles, collaboration, and team management.
- Developed modular code for chess pieces and board, focusing on creation, movement, and position validation.
- Leveraged **Java Standard API** for visual elements and user input, collaborated with teammates via **GitHub**.
- Achieved **100%** milestone completion, consistently meeting deadlines and delivering the project on time.

## PROGRAMMING LANGUAGES

Proficient in:

Java, Python

Currently learning:

HTML, CSS, JavaScript, C, Scala, Assembly

## TECHNOLOGIES

Git/GitHub, Google Cloud Shell, Figma, Google Colab/Jupyter Notebook, VMWare, Anaconda, Streamlit

## LIBRARIES / FRAMEWORKS

BigQuery API,

ML: Vertex Vision AI API Model:

Imagen 2, PyTorch,

Java Standard API

## RELEVANT COURSEWORK

Advanced Object Oriented Programming, Computational Organization, Programming Language Concepts, Advanced Data Structures, Software Development Studio, Discrete Structures, Automata, Careers in Tech

## AWARDS

College of Engineering

Dean's List – Fall 2024,

Spring 2024

College Board National Hispanic Recognition Scholar - 2021

## COMMUNICATION SKILLS

English & Spanish Fluent

