

Angel M Velasquez

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EXPERIENCE

Software Engineer

Illico Genetics, Pennsylvania

October 2024 - May 2025

- Designed and implemented efficient and user-friendly systems such as a data table system for batch edits before sending inputs to machine-learning model
- Increased performance of a machine learning batch inference pipeline by 200% by identifying bottlenecks through benchmarking and optimizing model-loading and prediction logic

Classroom Technology (CITL) Student Assistant

Lehigh University-LTS, Pennsylvania

September 2024 - May 2025

- Contributed to adding admin settings to alter information displayed on the [Lehigh TRAC program website](#)
- Wrote and maintained documentation on how to use Git with Unity while teaching over workshops about VR/Game development

Code School Instructor

Utah Tech University, Utah

May 2024 - August 2024

- Developed and taught a 9-week summer program about modern web development. Technologies taught span HTML, CSS, JavaScript, Vue.js, Express.js, and MongoDB
- Mentored students on full stack projects, provided code reviews and debugged student work
- Collaborated with 3 instructors to develop engaging class examples and adapt the curriculum to student feedback

Virtual Reality Software Developer

Utah Tech Online, Utah,

May 2023 - August 2024

- Developed 17 multiplayer lab experiences using C# and Unity, enhancing the learning experience for Utah Tech students across 2 courses each semester
- Collaborated with a cross-functional team of 5 developers and 3 artists to design, debug, and develop innovative VR systems
- Optimized online systems, including a render texture save and sync system, increasing performance by over 200%

EDUCATION

Utah Tech University

B.S. in Software Engineering — GPA: 3.91

St. George, Utah, USA

Jan 2022 - May 2024

PROJECTS

Lyric Luminary

Python, Sklearn, Pandas, Go, Svelte

- Trained a TF-IDF Naive Bayes classifier on over 3 million songs to classify the genre of song lyrics with over a 90% testing accuracy
- Integrate the model into a native desktop application that uses Svelte as a frontend and Go as backend, powered by Wails
- Use model predictions to recommend similar Spotify songs via the Spotify API and allow users to use Genius song links as inputs to pull song lyrics for prediction

Ultimate Fight Predictor

Python, Sklearn, NumPy, Pandas, BeautifulSoup

- Trained a support vector machine on over 3k mixed martial bouts to predict the outcome of a bout
- Created a web scraper to get data needed to predict bouts
- Created other models using different methods such as voting classification and multilayer perceptron's to compare the performance of different classification methods

Godot Image Classification

Python, PyTorch Godot, OpenCV

- Trained a convolutional neural network on over 200k images of cats and dogs songs to classify the pet in the image with over a 98% testing accuracy
- Utilize the weights of the network to use during runtime of a Godot project to predict if a image of a dog or cat is visible within the player's point of view

TECHNICAL SKILLS

Programming Languages: Python, C++, C#, Java, JavaScript, SQL, Bash

Libraries and Tools: PyTorch, Sklearn, Pandas, Numpy, TensorFlow, Git, Docker, Tableau, Excel, Linux