

Hope Diamantopoulos

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Relevant Skills

- Python (Artificial Intelligence Experience)
- Java
- JavaScript / CSS / HTML
- API Experience (Chatbots / Postman)
- UI / UX
- SQL

Education

Stevens Institute of Technology | GPA: 4.0 / 4.0 | **Machine Learning Major (MS)** August 2021 - Present

Montclair State University | GPA: 3.3 / 4.0 | **Computer Science Major (BS)** Sept. 2017 - May 2021

- Research Assistant Feb. 2021 - May 2021
 - Completed research and coding tasks for a project that is creating advanced computer infrastructure to characterize solar active regions and applying machine learning tools to predict solar eruptions. This helps protect satellites and distribution networks which can be severely damaged by unexpected Solar Eruptions.
- Human Emotion Recognition and Collaboration Robot Project Feb. 2021 - May 2021
 - Worked in the MSU Robotics lab on a Transfer Learning Project where I trained a manipulator robot to understand 7 different emotions. This model (with high accuracy and low loss) allows the robot to respond accordingly in collaborative tasks based on the emotion detected. My research paper, "Accommodating and Assisting Human Partners in Human-Robot Collaborative Tasks through Emotion Understanding" was published in the 12th International Conference on Mechanical and Aerospace Engineering (ICMAE).
 - Won 1st place in the Casabona Future Scientists Competition for this project's effectiveness and applicability in industry.

Employment/ Experience/ Projects

UPS Software Developer I. August 2021 - Present

- Working on various projects within the Security, Regulatory and Compliance Department.

UPS Information Technology CO-OP Sept. 2020 - July 2021

- Added further logic to the Manifest Project I worked on over the Summer as an intern.
- Automated scripts that are run during Peak so that their output is displayed in an easily viewable table.

UPS Information Technology Internship June - August 2020

- Regulatory US Export Manifest Report Project (Used: Java, TFS, JavaScript, Weblogic Server and DB2 Database)
 - Created a UI dashboard to generate manifest reports (presented to the Central Border Patrol) based on dropdown options users select regarding a particular flight. Implemented several service modules to process the input information, store and retrieve data from the backend database and generate the report.
- Automated Firestore backup for Global Dynamic Access Portal (GDAP) Application (Used: GCP, TFS and Angular 7)
 - Created a Cloud Function in order to create a direct connection to Google Cloud Firestore and utilized a Cloud Scheduler in order to execute the backup command every midnight. This was previously backed up manually every day.
- Awarded Money Maker Badge for Hackathon APP:
 - This badge was awarded to the 2 teams with the highest Business Value score out of all the interns across the country.

Percentage of year completed Bar Graph website 2020

Created a website (percentofyear.com) for a client using PHP and CSS that displays the percentage of the year elapsed as of the current date.

iD Tech, Instructor June - August 2019

- **Code Apps with Java/ Java Coding and Game Development** (split course) (students ages 13-17)
 - Taught students the Fundamentals of Java coding, guided students through creating their own Text Adventure game, and helped students apply these Java fundamentals to develop either a Processing game, or a portfolio of algorithms.
- **Introduction to Coding for Machine Learning** (students ages 13-17) (Linux OS)
 - Explained the difference between hardcoding & machine learning. Taught about the different types of Neural Networks. Helped students utilize Python libraries, specifically TensorFlow, NumPy and Matplotlib. Guided each individual student through linear regression with a single neuron.
- **Artificial Intelligence and Machine Learning** (students ages 13-17) (Linux OS)
 - Taught students how to train machine learning models. Guided students through creating their own Convolutional Neural Networks that identified different specific types of images. Encouraged advanced student to dive into reinforcement learning with OpenAI gym and coached them on how to create agents that learned to play arcade games.
- **Code-a-Bot: AI and Robotics with Sphero Bolt** (students ages 7-12)
 - Explained how to code in blocks, which allowed students to create their own variables and utilize coding structures. Guided lessons on turning the Sphero's into compasses, draw Spirographs and complete an obstacle course.

IT Volunteer at the Fair Lawn Public Library

2017 - 2019