

JOSUE FLORES

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EDUCATION

Master of Science, Computer Science, NYU Tandon School of Engineering	GPA: 3.958	EGD: May 2026
Bachelor of Engineering, Computer Engineering, The City College of New York	GPA: 3.670	June 2022
Award(s): Best Research Presentation "The Impact of Adversarials Within CNN-Based Image Classification"		Aug 2020
Relevant Coursework: Data Structures, Algorithms, Operating Systems, Computer Organization & System Design, Computer Networks, Programming Paradigms, Probability & Statistics, Calculus I-III, Linear Algebra, Software Engineering-I, Principles of Database Systems, Information Security & Privacy, Interactive Computer Graphics, Machine Learning, Computer Vision, VR/AR		

TECHNICAL SKILLS

- Programming Languages:** **(Proficient)** Java, Python, TypeScript, JavaScript, C++ **(Familiar)** C#, C
- Libraries/Frameworks:** **(Proficient)** React, Bootstrap 5, Flask, Spring, Spring Boot **(Familiar)** PyTorch, Django, Express
- Database-Related:** **(Proficient)** MySQL, PostgreSQL, REST APIs, MongoDB **(Familiar)** Supabase, Firebase
- SDLC/Software Design:** **(Proficient)** Agile/Scrum, Web Services, OOD, SOLID **(Familiar)** Microservices, SOA, GoF Design
- Other:** **(Proficient)** HTML5, CSS3, Git, GitHub, JUnit 5, Docker, OpenGL **(Familiar)** Kubernetes, AWS, Azure, Node.js, Jest

PROFESSIONAL EXPERIENCE / INTERNSHIPS

CodePath - Tech Fellow, Engineering Education, Remote	May 2024 - Current
<ul style="list-style-type: none">Mentored 225+ students in advanced Data Structures & Algorithms (DSA), guiding them through LeetCode-style problems to sharpen both their technical and behavioral interview skillsHosted weekly office hours to deconstruct complex DSA concepts, fostering robust problem-solving methodologies for several algorithmic patterns	
AT&T - TDP Software Engineer Intern, Cricket Wireless, Atlanta, GA	June 2025 - Aug 2025
<ul style="list-style-type: none">Developed a Spring REST API service to enhance customer personalization for a 13M+ user base by processing real-time customer-based GUID events from Azure Service BusDecreased MongoDB query latency by 89% for customer-facing microservices by engineering a consolidation service that unifies disparate customer data streams into a concise profile that updates at a specified intervalBuilt and trained an XGBoost/HistGradient ML model with 97% accuracy to identify and mitigate cybersecurity threats as part of a network micro-segmentation proof-of-conceptTech Stack: Java, Spring, Spring Boot, Azure, MongoDB, Hopscotch, Python, Flask, React, Docker, Kubernetes, CI/CD	
MoneyLion - Backend Software Engineer Intern, Product Engineering, New York, NY	June 2024 - Aug 2024
<ul style="list-style-type: none">Automated the generation of 25K+ video assets by engineering a multithreaded Spring REST API, drastically reducing manual content creation effortsEnsured service reliability by achieving 80% code coverage through substantial JUnit 5 unit and integration testsEliminated 1-2 weeks of recurring work by creating a Spring service to automate content tag assignment for 25K+ assetsSimplified the content moderation workflow by 25% by integrating an OpenAI-powered sentiment analysis service for over 180K user commentsTech Stack: Java, Spring, Spring Boot, SOA, OpenAI, Contentful, AWS DocumentDB, MongoDB, JUnit 5, Datadog	
NSF - SCRIP-CCNY Research Intern, STEM Community Research Program, Remote	June 2020 - Aug 2020
<ul style="list-style-type: none">Constructed, trained, and evaluated 5+ distinct Convolutional Neural Network (CNN) architectures to perform supervised image classificationAssessed model robustness by subjecting CNNs to adversarial attacks (FGSM, BIM) and analyzing the resulting impact on classification accuracy and confidence scores	

PROJECTS

InVision: Multimodal AR Object Intelligence C#, Unity, Sentis, ARFoundation	GitHub Dec 2025
<ul style="list-style-type: none">Constructed a hybrid compute pipeline combining edge-based object detection (YOLOv8 INT8) and cloud VLM (Gemini) for open-vocabulary understanding; developed a center-weighted gaze algorithm to filter clutter and utilized frustum geometry to map 2D bounding boxes to persistent 3D spatial anchors	
GeoGuesser AI Team of 2 Python, PyTorch, Hugging Face, Pandas, Numpy, Scikit-Learn	GitHub Dec 2025
<ul style="list-style-type: none">Engineered a multi-view geolocation pipeline (StreetCLIP/DINOv3) to predict US states/GPS coordinates by fusing 4 cardinal inputs via a Transformer Encoder, honing localized accuracy to ~94% through 5-crop TTA/K-NN retrieval on 16k+ embeddings	
Baseball Pitch & Zone Prediction Team of 2 Python, PyTorch, OpenCV, Pybaseball, Scikit-Learn	GitHub Nov 2025
<ul style="list-style-type: none">Architected a hybrid neuro-physical framework (R(2+1)D-18/Neural ODE) to predict pitch trajectories and strike zones by fusing 3D video embeddings with differentiable physics simulations using CatBoost regression/RK4 solvers for optimization	