CRISTIANO PINTO

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EDUCATION

Stevens Institute of Technology Hoboken, NJ
B.S. in Computer Science (GPA: 3.73/4.00) Expected Graduation: *May 2029*
Relevant Coursework: Data Structures, Discrete Structures, Linear Algebra, Artificial Intelligence & Machine Learning

EXPERIENCE

Cranford School District Internship New Jersey
Web Intern *September 2024— June 2025*

- Conducted systematic audits of all web pages to identify and correct broken links (30+), outdated information, and formatting inconsistencies, improving site reliability and user experience.
- Ensured district-wide website compliance with New Jersey Department of Education legal posting requirements and WCAG accessibility standards.
- Actively supported faculty and staff by troubleshooting website issues and fulfilling content update requests.

EOS Worldwide Internship New Jersey
Software Development Intern *April 2024— May 2024*

- Shadowed Principal Engineers and participated in architectural reviews and discussions around enterprise-scale data pipelines, backend system architecture, and the SDLC.

TECHNICAL PROJECTS

Hurricane Trajectory Prediction — Python, TensorFlow/Keras, ERA5, HURDAT2 *December 2025*

- Engineered an end-to-end deep learning system to predict 6-hour hurricane trajectory changes (latitude/longitude) from atmospheric reanalysis data.
- Designed a custom CNN with separable convolutions, residual connections, and spatial + channel attention to capture multi-scale storm dynamics.
- Engineered a robust data pipeline ingesting ERA5 and HURDAT2 data, handling missing frames, NaNs, normalization, and constructing 40×40×17 input tensors.
- Validated model accuracy against historical storm data, achieving a Mean Absolute Error (MAE) of ~112 km and visualizing trajectory tracking via an interactive Plotly dashboard.

AI-Powered Data Scraper & Classifier — Python, Ollama, Google Sheets API *August 2025*

- Engineered an end-to-end automated data pipeline that processed over 6,000 items of unstructured web content, utilizing local LLMs to identify 159 high-quality data points for semantic classification.
- Integrated a locally hosted Phi-4 model via Ollama to analyze text context, replacing brittle keyword matching with a logic-based filtering system.
- Implemented a robust API interface to synchronize validated findings with Google Sheets in real-time, supporting resumable execution for large-scale data collection.

2D Game Framework — C++, SDL3 *June 2025*

- Developed a C++ game framework from scratch with a loop for sprite rendering, input handling, and physics
- Structured using object-oriented principles to make game entities reusable and keep logic well-organized

Myth & Metal (Minecraft Mod) — Java *September 2024 — June 2025*

- Architected a dynamic metadata system by injecting custom logic into the item instantiation lifecycle, enabling the attachment of persistent, tier-based data to standard game objects.
- Engineered a dynamic rendering system by injecting custom logic into the game's graphical pipeline, programmatically applying visual outlines to 3D item models at runtime based on metadata tiers.

SKILLS

Languages: Python, Java, C++, HTML/CSS
Developer Tools: Git, Linux/Unix, CLI, SDL3, JSON, Google Sheets API, VS Code
Libraries & Frameworks: NumPy, Pandas, Plotly, Matplotlib, Pygame, Ollama
Core Concepts: OOP, API Integration, Data Processing Pipelines, System Architecture Fundamentals