Ernaldo Kalaja

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Software developer with a passion for programming and creating innovative solutions. Proficient in a wide range of programming languages, including Python, C++, JavaScript, and Java. Experienced in developing web and mobile applications using modern technologies such as Flutter, React, and Android Studio. Skilled in utilizing machine learning techniques for data analysis and prediction. Committed to delivering high-quality code and providing exceptional user experiences.

SKILLS

Programming Languages: Python, C++, JavaScript, Java, Dart, SQL, CSS, HTML, React

Technical Skills: Git, GitHub, Gitlab, Android Studio, Visual Studio, Back4App, TensorFlow, Firebase, Jira, Agile Development, Flutter, Linux, Deep Learning, REST APIs, AWS, MySQL

PROJECTS

DietDash (February - May 2023) (Dart, Flutter, Firebase, REST API)
- Created "DietDash", a diet app that allows users to search for meal recommendations based on calorie count and diet choice.
- Developed an intuitive and user-friendly interface for the app to provide a smooth user experience.
- Utilized Flutter's cross-platform capabilities to ensure compatibility with both iOS and Android devices.
- Implemented features such as calorie tracking, meal planning, and exercise tracking to help users achieve their dietary goals.
- Designed and integrated a backend system for storing and retrieving user data securely.

Cointoss (September - December 2022) (Machine Learning, Python, AWS, ReactJS)
- Created "Cointoss", a web app for tracking and predicting trending stocks using machine learning techniques.
- Utilized sentiment analysis and time series analysis models to identify trending stocks and predict their future performance.
- Developed the web app using modern web technologies such as HTML, CSS, and JavaScript.
- Designed an intuitive and user-friendly interface for the app to provide a smooth user experience.
- Integrated real-time stock market data into the app to ensure accurate and up-to-date information for users.

Anibook (February - May 2020) (Java, REST API)
- Created "Anibook", an Android app allowing users to search and view animes by category and interact with other users.
- Utilized Anilist API and Back4App database for the app's functionality and data storage.
- Implemented a feature allowing users to create profiles and interact with each other within the app.
- Designed a seamless redirection process to relevant apps for viewing videos based on category.

EDUCATION

City University of New York, Hunter College   **August 2019 - June 2023**
Bachelor of Arts in Computer Science   **Overall/Concentration GPA: 3.48/3.57**
Relevant Courses
Computer Architecture I-II, Software Analysis and Design I-III, Discrete Structures, Computer Theory I, Operating Systems, Intro to Cryptography, Flutter App Dev, Database Management, Deep Learning
Honors and Awards
Dean's List 2020, 2021, 2022