

Angel M Velasquez

[Portfolio](#)

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[LinkedIn](#)

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EXPERIENCE

Full-Stack Software Engineer

Tdooz, Utah

May 2025 - Present

- Built an automated vendor payout system using React, Go (Gin) and PostgreSQL. The system automates the creation of weekly vendor payouts into single-click PDF reports to save 2 of weekly manual work
- Restructured 2 React applications to have a micro-library for handling API calls while introducing state management with Zustand data stores to reduce the amount of duplicate code and speed up feature development

Software Engineer

Ilico Genetics, Pennsylvania

October 2024 - May 2025

- Created a FastAPI machine-learning microservice utilizing Polars data frames to delivered over 200% faster batch predictions compared to old subprocess system
- Redesigned a React frontend to use modern views such as data-table workflow for patient data, drag-drop-drop CSV uploads, batch operations, and dynamic frontend input validation

Classroom Technology Graduate Assistant

Lehigh University-LTS, Pennsylvania

September 2024 - May 2025

- Maintained and enhanced a Python Flask website by fixing query logic, resolving data rendering issues, and expanding admin functionality to minimize direct database operations for [TRAC](#)
- Assisted with weekly VR workshops for 9 classes a semester, helping students and professors utilize VR technologies for classroom exercises while maintaining the equipment

Code School Instructor

Utah Tech University, Utah

May 2024 - August 2024

- Instructed a 9-week full-stack web development course of 19 students. Concepts included are Vue, Express, MongoDB, and RESTful API design

Virtual Reality Software Developer

Utah Tech Online, Utah

May 2023 - August 2024

- Developed 14 multiplayer lab experiences using C# and Unity, enhancing the learning experience for Utah Tech students across 2 courses each semester
- Optimized online systems, including a render texture save and sync system, increasing performance by over 200% with the use of efficient bit-packing optimization techniques

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

- Prepared a dataset of 3 million song lyrics by transferring the CSV contents into a clean and sorted text files, then trained a TF-IDF Naive Bayes classifier with 90% accuracy across five genres with scikit-learn
- Built a cross-platform desktop app with Svelte and Go(Wails) that enables users to input text or Genius URL's to predict the genre of lyrics while receiving music recommendations via the Spotify API

Ultimate Fight Predictor

Python, Sklearn, NumPy, Pandas, BeautifulSoup

- Trained a binary classification model with a SVM on over 300 MMA bouts to predict the outcome of a bout
- Created a Python web scrapper to get data needed to predict bouts for users to easily give a single link to parse fighter information
- Allowed users to save fight data with the adjusted results to a MongoDB to create a continuous training set to be used to improve future models

TECHNICAL SKILLS

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

Libraries and Tools: PyTorch, Sklearn, Pandas, Numpy, TensorFlow, Git, Docker, Tableau, Excel, Linux, React, Express.js, MongoDB, CI/CD, Flask, FastAPI, Gin, Express, Vue, Svelte