Cameron Huang Romero

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Education

Drexel University — Philadelphia, PA
Bachelor of Science in Computer Science — Anticipated Graduation: June 2026
Concentrations in Software Engineering and Artificial Intelligence — GPA: 3.33

Technical Skills/Experience:

- Languages: Java, Python, C#, C, C++, HTML, CSS, JavaScript, Latex
- Tools: Git, Flask, PyTorch, NumPy, Visual Studio Code, Microsoft Office, StarUML, Jira
- Concepts: Agile, OOP, Machine Learning, Data Structures & Algorithms

Professional Experience

Day & Zimmermann — **Philadelphia, PA**
Desktop Support Intern — September 2024 - March 2025
- Wrote over 15,000 words of documentation for future employees of the team
- Assisted hundreds of clients remotely and in-person with software and hardware issues
- Collaborated with other teams in the IT department to fix isolated and widespread problems

Technologies used: Microsoft Teams, ServiceNow, Confluence, Endpoint Central, Carbon Black, ZScaler

University of Pennsylvania - Dental Medicine — **Philadelphia, PA**
IT Helpdesk Coordinator — April - September 2023
- Communicated efficiently with team members using Slack to address small and large-scale problems
- Assessed and troubleshot computer problems brought in by students, staff, and faculty
- Maintained upkeep of computers, classroom equipment, and printers

Technologies used: Slack, Confluence, Zendesk

Brooklyn Bouldering Project — **Brooklyn, NY**
Youth Instructor, Coach — July - September 2022
- Mentored a wide variety of ages and skill levels in rock climbing
- Created and implemented different lesson plans to teach a range of different techniques and skills
- Communicated with team members to ensure a productive and safe environment

Projects

DermaScope
Group Project for Philly Codefest 2025 — April 2025
- Trained a PyTorch Resnet-18 Model using 10,000 images to classify 7 different types of skin lesions
- Leveraged gradient descent and cosine annealing over 50 epochs to achieve an accuracy of ~88%
- Developed a web app using FastAPI to receive user images and produce model predictions in real-time

Technologies used: Python, JavaScript, PyTorch, CUDA, FastAPI, Matplotlib, OpenAI, Python venv, Git

Nebula Nonsense
Secret Santa Game Jam 2023 — December 2023
- Scripted core gameplay mechanics for a 2D bullet hell in Unity, including player movement, enemy AI, and responsive UI
- Implemented dynamic enemy bullet systems using classes with various configurable attack patterns and behaviors

Technologies used: Unity, C#, Git, Jira