Luis Hernandez Sanchez

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EDUCATION

Columbia University | **New York, NY** **Sep. 2025 - May 2029**

B.S. in Computer Science | ***Sophomore***

- **Relevant Coursework:** Data Structures in Java, Advanced Programming in C, Software Quality and Design
- **Honors:** C.P. Davis Scholar, Columbia University Scholars Program

TECHNICAL SKILLS

Languages: Python, Java, C, C++, C#, HTML/CSS

Frameworks and libraries: Django, scikit-learn, Pandas, OpenCV, face_recognition

Tools and Technologies: Git, GitHub, Gemini API, OpenAI API, Linux/UNIX

EXPERIENCE

Curious Cardinals | **Remote** | *Engineering Mentor & Programming Tutor* **Jan. 2026 - Jun. 2026**

- Mentored 3 middle and high school students in computer science and software engineering through individualized, project-based instruction.
- Designed and taught a C# game development curriculum, covering multiplayer architecture, object-oriented programming, debugging, and software development practices.

Brookhaven National Laboratory (**BNL**) | **Brookhaven, NY** | *Student Researcher* **Aug. 2024 - May 2025**

- Developed a machine learning model in Python and scikit-learn using 5 years of household electricity data to predict energy consumption, achieving fully offline operation.
- Engineered the system for low-resource, cross-platform environments, minimizing hardware, internet, and cloud dependencies to improve accessibility. Low resource requirements allow for ease of compatibility for most hardware and OS.

PROJECTS

AtlasOne: AI-Powered Academic Planning Platform | *Python, Django, HTML/CSS* **Oct. 2025 - Feb. 2026**

- Built a full-stack Django platform for four-year course planning and automated graduation-requirement tracking.
- Designed relational data models, authentication with Django, form validation, personalized dashboards, and a PDF transcript parser for automated academic progress tracking.
- Integrated Google's Gemini API to provide personalized academic guidance using student profiles, coursework, and progress data. Designed to supplement aid for students enrolled in schools with limited guidance staff.
- Won $1,000 in a Shark Tank-style competition for technical implementation and educational impact.

Healthcare Facial Recognition System | *Python, OpenCV, face_recognition* **Oct. 2022 - Mar. 2023**

- Developed an offline facial recognition system using Python, OpenCV, and face_recognition, achieving approximately 85% identification accuracy with a simulated database of 25 patients.
- Enabled rapid patient identification and record retrieval without cloud services, targeting resource-constrained healthcare facilities. Optimized the prototype for single-device, low-resource operation.
- Won 1st Place statewide across all divisions at the New York STEP Science Fair.

COMMUNITY

Youth Leader | **Iglesia Apostolica De La Fe En Cristo Jesus** **Jan. 2020 - Present**

- Mentored younger students and supported community programs serving predominantly Spanish-speaking families, including educational and food-distribution initiatives.
- Contributed to implementing and maintaining the church's live-streaming services, helping keep the community connected during the COVID-19 pandemic.