

Kery Severino Diaz

Aspiring AI/ML Engineer | Website: <https://kersevdiaz.com> | 646-428-4140 | KerySeverino@gmail.com | New York, NY | Github: github.com/KerySeverino | LinkedIn: [linkedin.com/in/kery-severino-diaz-ba21bb281](https://www.linkedin.com/in/kery-severino-diaz-ba21bb281)

About Me: I'm a passionate and adaptable person, driven by heart and purpose. I love working with python, data, and machine learning, and I'm always eager to grow and learn something new. I'm an active member of the ColorStack family and an upcoming CodePath Tech Fellow. My goal is to become an AI/ML Engineer and build intelligent systems that make a real impact in the world.

EDUCATION:

Lehman College, CUNY, Jan 2025

Bachelor of Science in Computer Science - GPA 3.5, Minor: Computer Applications, GPA 3.7

Relevant Coursework: Data structure and algorithms, Operating Systems, Artificial Intelligence, Mobile Programming for Android

SPECIALIZATIONS:

- **Coursera:** Python For Everybody Specialization, Machine Learning Specialization.

CERTIFICATES AND PROFESSIONAL TRAINING:

- **HackerRank:** Python (basic), SQL(basic), Apr 2025

- **Lehman College, CUNY:** Full Stack Web Developer Bootcamp, Jun 2023

- **Postman:** API Fundamentals Student Expert Badge, Jun 2023

- **SoloLearn:** Java, C, Python, and HTML Certificates, Mar 2023

SKILLS:

Operating Systems: MacOS, Windows

Languages: Python, Java, Javascript, SQL, C, C++

Front-End: HTML5, CSS3, React, Bootstrap, Tailwind CSS, Next.JS

Back-End: Postgres, MySQL, NodeJS, AWS

Software: Visual Studio Code, PyCharm, Eclipse, GitHub, Git

Fluent in: Spanish, English

SoftSkills: Communication, Problem-solving, Fast learner, Hardworking, Teamwork, and Leadership

Work Experience:

Tech Fellow - CodePath (Upcoming), New York, NY

Jun 3, 2025 - Aug 8, 2025

- Selected to join CodePath's competitive Technical Interview Prep (TIP102) program to strengthen skills in algorithms, data structures, and problem-solving, core foundations for success as an AI/ML or Software Engineer.

Community Contributor - ColorStack, New York, NY

Apr 18, 2025 - Present

- Supports a national tech community by engaging in peer mentorship, resume reviews, and collaborative workshops. Helps foster a culture of growth and representation for Black and Latinx students in tech.

STEM Research Mentor - The City College Of New York, NY

Apr 17, 2024 - Aug 6, 2024

- Mentored students through research challenges and project development, providing detailed feedback to improve clarity and quality. Supported experimental design, data analysis, and topic exploration while helping students access resources and build confidence in STEM.

Physical Security Guard - Allied Universal @ Meta (Facebook), New York, NY

Jun 16, 2022 - Present

- Ensured asset protection and facility security with a professional, customer-focused approach. Trained in First Aid, Fire Safety, and emergency response; consistently completed weekly protocol updates and trainings.

Open Source Contributions:

LibreTranslate: <https://github.com/LibreTranslate/LibreTranslate/pull/793>

Apr 2025

- Improved accessibility and developer onboarding by proposing a multilingual documentation structure, supporting a growing global user base in the expanding field of AI / ML. This is part of my ongoing effort to make open-source tools more inclusive and accessible for all.

PROJECTS:

AI/ML Roadmap - Python, SQL, Machine Learning

Apr 2025

- Building a self-directed roadmap to become an AI/ML Engineer. Currently completing the Machine Learning Specialization by Stanford & DeepLearning.AI on Coursera. Actively studying Python, SQL, statistics, and linear algebra, with real-world ML projects in progress.

WebDevPortfolio - Next.JS, Tailwind CSS

Jun 2024

- Designed and built a personal portfolio to showcase GitHub projects and technical skills. Implemented a modern, responsive UI using Next.js and Tailwind CSS. Deployed to kersevdiaz.com to highlight both frontend and full-stack capabilities.

Spellbound - Java, Object-Oriented Programming

Jun 2024

- Created a 2D adventure game with a custom physics engine and advanced object-oriented architecture. Implemented sprite animation, hitboxes, UI elements, and camera tracking. Emphasized modular design and reusable components to support scalable development.

SpaceShooter - Python, Pygame

Nov 2023

- Developed a retro-style shooter game featuring wave-based enemies and a final boss battle. Built player controls, shooting mechanics, enemy AI, and collision detection. Showcased clean logic and structured problem-solving using Python game loops.

File Organizer - Python

Oct 2023

- Automated file organization by categorizing files into folders based on their extensions. Implemented dynamic folder creation and robust error handling to enhance user experience. Improved desktop file management with a lightweight, user-friendly script.

WeatherApp - Python, Tkinter, Openweathermap API

Oct 2023

- Built a clean, user-friendly weather app using Tkinter with Bootstrap-inspired styling. Integrated the OpenWeatherMap API to display real-time weather data and a 5-day forecast. Designed an intuitive input system and tested for accuracy and smooth user experience.

References available upon request