

# CATERINA(CELESTE) ESPOSITO

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## SKILLS SUMMARY

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<b>Programming Languages</b>	Java, Python, JavaScript, SQL
<b>AI &amp; Algorithms</b>	Minimax Algorithm, Game Tree Search, Evaluation Functions, Heuristic Search, Deterministic Decision-Making, Explainable AI
<b>Software &amp; Tools</b>	Git, Spring Boot, JUnit, REST APIs, Node, MongoDB, Tableau, Apache Hadoop
<b>Web &amp; UI</b>	React, Bootstrap, HTML, CSS, Figma

## PROFESSIONAL EXPERIENCE

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<b>Front End Developer/UI UX Designer</b> <a href="#">Manzeera Solutions</a>	October 2023 - Present <i>Chevy Chase, MD (Remote)</i>
<ul style="list-style-type: none"><li>Designed 100+ intuitive and visually appealing user interfaces for the company's websites and applications, resulting in a 25% increase in user satisfaction scores.</li><li>Led the visual design process for digital screens, from conceptualization to final implementation, ensuring seamless alignment with brand standards and user needs.</li><li>Collaborated closely with development teams to translate visual concepts into functional website designs, utilizing HTML, CSS, and JavaScript, leading to a 15% reduction in development time.</li><li>Continuously improved the user interface by incorporating user feedback and emerging design trends, driving a 20% increase in website engagement and usability.</li></ul>	
<b>Junior Marketing Specialist</b> <a href="#">TRP Research</a>	June 2022 - August 2022 <i>Dublin, Ireland</i>

<b>Web Developer</b> <a href="#">Railway Union Club</a>	September 2021 - April 2022 <i>Dublin, Ireland</i>
<ul style="list-style-type: none"><li>Developed a new website for the company using HTML, CSS, JavaScript, and cPanel.</li><li>Achieved 30% faster page load speed, improving user satisfaction.</li><li>Translated Figma designs into HTML/CSS, ensuring pixel-perfect UI implementation.</li></ul>	

## EDUCATION

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<b>MSc Computer Science</b> , University of St Andrews	<i>St Andrews, UK</i> 2022 - 2023
Dissertation : Problem Solving in the Game of Go Repo, Report	
<ul style="list-style-type: none"><li>Designed and implemented a Java-based AI system for the game of Go using the Minimax algorithm and custom heuristic evaluation functions to analyze game states and recommend optimal moves. Achieved 78% move accuracy and increased player win rates by 35% through iterative algorithm refinement.</li></ul>	

<b>Post-Baccalaureate Diploma in Computing</b> , Griffith College	<i>Dublin, Ireland</i> 2020 - 2021
<ul style="list-style-type: none"><li>Intensive post-baccalaureate program focused on software development, programming fundamentals, and computing systems</li><li>Awarded First-Class Honours</li></ul>	

<b>Bachelor of Science</b> , American University, Kogod School of Business	<i>Washington D.C</i> 2014 - 2018
<ul style="list-style-type: none"><li>Business Administration Degree with a Focus on Information Technology</li><li>Supported myself through college with hands-on work experience, including roles at the campus store and an ice cream shop, demonstrating strong time management, customer service, and entrepreneurial skills.</li></ul>	

## LATEST PROJECTS

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- **Murder at Belmont Manor** — Utilized a combination of random number generation and SAT formulae to create 50+ unique narratives with consistent rules and themes. Reduced average playtime from 30 minutes to 15 minutes through iterative playtesting and design refinement.
- **AI-Based Go Game Helper (Master's Dissertation)** — Designed and implemented a Java-based AI system to assist beginner Go players by analyzing board states and recommending optimal stone placements. Applied the Minimax algorithm with a custom evaluation function to prioritize stone capturing and opponent liberty reduction. Built an interactive console-based application with move suggestions, capture assistance, and rule enforcement, emphasizing explainable AI and player learning.