

EDRICK GUERRERO

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Dedicated new-grad with experience in programming, engineering, and outreach. Unique interest in exploring tech with social impact, touching upon sectors such as accessibility, research, and more that require detail-oriented and communicative skills. Committed to continually learning and adapting to industry standards and technologies.

SKILLS: Java | Python | JavaScript | HTML/CSS | Microcontrollers | Fusion360 | C++ | Microsoft Suite

LANGUAGES: English (Native) Spanish (Native)

EDUCATION

Brown University

B.S. Computer Science

Providence, RI

December 2025

- **Relevant Courses:** Embedded Systems, Networking Concepts, Deep Learning, Machine Learning, Computer Vision, Electrical Circuits/Signals, Algorithms and Data Structures, Sociotechnical Systems, Logic Systems

PROFESSIONAL EXPERIENCE

Data Annotation

Tech Remote AI Trainer Freelancer

Remote

March 2024 – December 2025

- Utilize Reinforcement Learning from Human Feedback (RLHF) to efficiently teach machine learning models
- Verify models adhere to legal and ethical obligations (ie. harmlessness, truthfulness, safety, etc.)
- Prompt engineering with various parameters and producing assessments of results
- Quality Assurance for other analysts' work (prompts, feedback, conversations, instruction-following, etc.)

DeepChange

Visual Software Design Intern

Remote

April 2023 – May 2024

- Developed a face identification verification system using computer vision and Python at DeepChange, contributing to a powerful tool to assist victims of revenge porn in removing their images from malicious websites.
- Collaborated with a multidisciplinary team to ensure the tool's effectiveness and implement cutting-edge techniques to protect user privacy and prevent potential misuse.
- Demonstrated a strong commitment to ethical considerations and privacy standards while leveraging computer vision algorithms to accurately verify the identity of individuals in compromising images.

Juni Learning

Computer Science Instructor

San Francisco, CA

September 2021 – September 2023

- Executed advanced computer science lesson plans from data structures to applied graphics over Zoom for students ages 8-18 while adapting to student pace, interests, and needs
- Communicated with parents regularly, providing updates on student progress and results from assessments
- Maintained thorough records for each student, covering multiple courses, skill progression, and projects

PROJECTS & OUTSIDE EXPERIENCE

Depth Accessibility Device

Arduino, CAD, Electronics, C++

Brown University

December 2025

- Designed, prototyped, and modeled a CNC-like machine that scans a scene using an ultrasonic sensor and relays that information by pushing pixels in a grid, allowing visually-impaired users to “feel” the scene
- Built circuits, programmed Arduino, and 3-D modeled printing parts to control multiple stepper motors with a linear actuator
- Programmed an accompanying application where the disparity and depth of images are estimated and relayed using sound feedback, allowing users to export and bypass the scanning process

Selenium (Generative Art)

JavaScript, Web Worker, CV2

December 2024

- Designed a series of algorithms, featuring DoG and Dijkstra’s fill, to mimic artistic styles from an input image or video
- Implemented a complex difference of Gaussian algorithm that imitates art forms inspired by university research

Gesture Assisted Mouse (Computer Vision)

Python

Brown University

December 2022

- Designed and developed an accessibility tool to address the needs of individuals with limited mobility
- Overcame technical challenges by creating a tool that can efficiently process different images and present an output, using a glove with dedicated shapes to detect orientation and move the user’s mouse accordingly
- Wrote code in Python to implement the functionality of the tool, utilizing skills in programming and problem-solving to create a fast and reliable solution for individuals with accessibility individuals

ACTIVITIES & LEADERSHIP

Brown Design Workshop

National Hispanic Scholar

Brown Advocate Web Editor

January 2021 – December 2025

June 2023 - December 2025

January 2021 - February 2022