

# 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

January 2021 – December 2025

### National Hispanic Scholar

June 2023 - December 2025

### Brown Advocate Web Editor

January 2021 - February 2022