

EDRICK GUERRERO

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EDUCATION

Brown University

B.S. Computer Science

Providence, RI

May 2024

- **Relevant Courses:** Software Engineering, UI/UX, Computer Vision, Electrical Circuits/Signals, Algorithms and Data Structures, Dynamics and Vibrations

PROFESSIONAL EXPERIENCE

Juni Learning

Computer Science Instructor

San Francisco, CA

September 2021 – Present

- Execute 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
- Communicate with parents regularly, providing updates on student progress and results from assessments
- Maintain thorough records for each student, covering multiple courses, skill progression, and projects

Thrive

Scholar

Boston, MA

April 2018 – Present

- Selected as one of 100 students for 6-year college access, college success, and professional development program for high achieving, underrepresented first-generation talent.
- Participate in a four-year comprehensive Career Development Program that includes professional Career Coaching, case studies, and projects to hone analytical, quantitative, and communication skills.

Nile Prep

Tutor/Mentor

Remote

October 2020 – February 2021

- Collaborated with several college students to provide underprivileged high school students with resources and help with college applications
- Communicated with several students across the country, guided them through the personal college process, and helped many get admitted to their target schools

PROJECTS & OUTSIDE EXPERIENCE

Drone & Art Research

Student Researcher

Remote

September 2022 – Present

- Collaborate with a professor and fellow students to research and develop an outreach plan to introduce drones to middle and high school students in the area
- Create an innovative curriculum for a class on drones, encompassing both technical and artistic aspects of the technology
- Contributed to groups focusing on block programming and app design to enhance the accessibility and impact of drone technology, while fostering awareness of its broader societal implications

Algorithm Path Visualizer

Personal Project

Remote

July 2022

- Developed an interactive visualizer for fundamental algorithms using pure vanilla Java with Swing, as part of an independent project
- Utilized programming and design skills to create custom-made art for the project, resulting in a visually appealing and engaging experience for users
- Successfully implemented the visualization of common algorithms, such as Dijkstra's and A Star, to help users better understand the qualities and functionality of each algorithm

Gesture Assisted Mouse (Computer Vision)

Personal Project

Providence, RI

December 2022

- Designed and developed an accessibility tool with three other peers 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

Activities

Providence, RI

January 2020 – Present

Brown Advocate Publication

Web Editor

Providence, RI

December 2020 – March 2022

SKILLS & INTERESTS

Technical: (Proficient): Java | HTML & CSS (Intermediate): Python | TypeScript | REACT | Node.js

Languages: English (Native) Spanish (Native)