

EDRICK GUERRERO

edrickgro@gmail.com [linkedin.com/Edrickgro](https://www.linkedin.com/Edrickgro)

Dedicated new-grad with experience in SWE, machine learning, and office tools. Unique interest in exploring social tech, touching upon sectors such as accessibility, education, and research, that require detail-oriented and communicative skills. Committed to continually learning and adapting to industry standards and technologies.

SKILLS: Technical: Java | Python | C++ | HTML | CSS | JavaScript | 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 – Present

- 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

- Develop 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.
- Collaborate with a multidisciplinary team to ensure the tool's effectiveness and implement cutting-edge techniques to protect user privacy and prevent potential misuse.
- Demonstrate 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

- 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

PROJECTS & OUTSIDE EXPERIENCE

Drone & Art Research

Python, Drone Technology

Brown University

September 2022 – September 2023

- 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

Resilium (Generative Art)

JavaScript, Web Worker, CV2

Providence, RI

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

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

3-D Print, CAD Designing

Providence, RI

January 2020 – Present

National Hispanic Scholar

June 2023 - Present

Brown Advocate Web Editor

December 2020 – March 2022