Epifanio Torres

e.torres.smith@gmail.com
(501) 548-2631
linkedin.com/in/epifanio-torres22/
epitorres.github.io/

EDUCATION

Princeton University Sept. 2018 – May 2022
B.A. in Computer Science, Minor in Spanish **GPA:** 3.8

WORK EXPERIENCE

Lead Internal Web Developer, **The Person Project,** NJ June 2020 – Mar. 2022

- Updated all 42 of the studies published on the platform, focusing on improving the user experience and ensuring mobile compatibility.
- Developed 6 new code templates (using JavaScript, HTML, and CSS) to simplify the process of programming new studies for the platform.
- Wrote a more than 30,000-word guide on using the platform and the new code templates to help researchers program and publish their own studies on the website and mobile app.

Lead Developer, **The Students' Speaker Initiative**, NJ Feb. 2020 – May 2020

- Led a 5-person team to develop a three-tiered web application with the goal of serving as the voting platform for a student group called the Students' Speaker Initiative (SSI).
- Built all 24 of the application's webpages with JavaScript, HTML, CSS, Bootstrap, Flask and Jinja2.
- Designed each webpage to be user-friendly and compatible with mobile devices.

PROJECTS & RESEARCH

Senior Thesis: **Into Another Dimension,** Advised by Dr. Szymon Rusinkiewicz Sept. 2020 – Jan. 2021

- Developed a program that simulates a 4D space that contains 4D objects (such as hyperspheres).
  - Built a physics engine that can detect collisions between 4D objects and subsequently separate them with an impulse-based collision resolution approach.
  - Implemented a 4D version of the ray marching algorithm to render 3D projections of the 4D space.
- Wrote a 104-page thesis outlining the underlying math and code that this project incorporates to provide a guide for future programs and games aimed at simulating 4D spaces.

Junior Independent Work: **Game Bot**, Advised by Dr. David Walker Feb. 2021 – May 2021

- Created a challenge-based teaching tool (using Python and the Pygame library) that explains how to train a bot to play a video game using two different reinforcement learning algorithms (Q-Learning and Deep Q-Learning).

Lead Author, **An Emerging AI Mainstream** Jan. 2019 – Feb. 2021

- Coauthored and published an 8,000-word research paper in the journal *AI & Society*. The paper analyzes several ethical frameworks for AI to examine how society conceptualizes the future of AI.

Codeveloper, **Lucid** May 2019 – July 2019

- Codeveloped a short 3D video game from start to finish using Unity and C#.
- Created nearly all of the game's 3D assets using Blender and implemented all of its user interfaces.

SKILLS

Programming Languages: C#, C, Python, JavaScript, and Java

Coding Tools/Frameworks: HTML, CSS, jQuery, Bootstrap, Flask, Jinja2, Unity, and Blender

Other: Spanish Fluency, Project Management, Leadership, Teamwork, and Critical Thinking