

Esteban Garcia Taquez

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Education

University of Illinois at Chicago

Bachelor of Science in Computer Science, Concentration in Software Engineering

Chicago, IL

Data Structures, Mathematical Computation, Cryptography, Economics and Computation, Machine Organization

Aug. 2023 – May 2027

DeVry University Advantage Academy

Associate in Business Administration

Chicago, IL

Accounting, Marketing, Management, Entrepreneurship, Business Analytics, Business Law, Corporate Finance

Aug. 2021 – May 2023

Technical Skills

Languages: JavaScript, Python, C/C++, Go, HTML/CSS, Java, C#, TypeScript, SQL, F#, RISC-V, Assembly x86

Frameworks/ Libraries: React, Node.js, FastAPI, Vue.js, Angular, NumPy, Pandas, Matplotlib, NetworkX, Django

Developer Tools: Git, Docker, Google Cloud Platform, VS Code, Vim, AWS, Firebase, JetBrains, Unity

Experience

Academic Tutor

Sep. 2024 – Present

University of Illinois at Chicago

Chicago, IL

- Mentored students in advanced Computer Science and Math courses, including Data Structures, Algorithms, and Calculus, fostering their academic success through targeted guidance.
- Assisted in debugging and optimizing student code, reinforcing critical thinking, software development, and troubleshooting.
- Developed strong interpersonal and technical communication skills through one-on-one and group tutoring sessions.

Software Engineering Intern

May. 2024 – Sep. 2024

University of Illinois at Chicago

Chicago, IL

- Engineered a Policy as Code(PaC) framework to automate data privacy compliance, translating complex GDPR legislation into a formal specification language.
- Deployed this verification system against PII-handling software, successfully identifying and reporting non-compliant data access patterns.
- Sourced and audited diverse open-source codebases to serve as benchmarks for testing and validating the compliance engine.

Projects

LeetMate | Python, Json, Docker

Sep. 2025 - Oct. 2025

- Engineered a full-stack Discord bot that processed 100+ commands daily for developers preparing for technical interviews.
- Managed the full deployment lifecycle by containerizing the application with a multi-stage Dockerfile and deploying to a live Google Cloud VM, achieving 99.9% uptime.
- Integrated with the LeetCode GraphQL API to serve over 1,000 unique programming challenges to users on demand.

Unbounded | Unity, C#, Git

May. 2025 – Oct. 2025

- Developed and implemented core gameplay mechanics, such as character movement, enemy AI, and an inventory system.
- Conducted rigorous unit and integration testing to identify and resolve bugs, improving game stability by 40%.
- Collaborated with a team of designers to conceptualize and prototype multiple game levels and features.

Quantify | JavaScript, React.js, Node.js, HTML, Bootstrap CSS, PostgreSQL, Python, Git

Feb. 2025 – May. 2025

- Developed a mobile app to assist small business owners streamline inventory management
- Created the database so only owners can access the app with in-house authentication service
- Created interactive graphs and graphics that change with current inventory data.

Involvement

Lunabotics | Control Systems Engineer | Javascript, HTML, Python, CSS

Aug. 2025 - Present

- Developed a real-time, robot-hosted web interface using HTML, CSS, JavaScript for remote vehicle operation and monitoring.
- Engineered a dashboard to display a low-latency camera feed and critical telemetry data, enhancing operator awareness.
- Integrated gamepad API support to translate Xbox controller inputs into precise tele-operational commands for complex manual maneuvers.

SHPE | Active Member

Sep. 2024 - Present

- Facilitated and volunteered at career workshops, assisting peers with resume building and interview preparation.
- Mentored undergraduate students, providing guidance on academic strategies and career goals in technology.
- Promoted and supported technology-focused activities, encouraging member engagement in technical projects and events