

Nathan Espejo

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EDUCATION

Western University

Bachelor of Engineering Science in Software Engineering

London, ON

Aug. 2024 – May 2028

EXPERIENCE

Software Developer - Pipeline Team

Sept 2025 – Present

3D Western

London, ON

- Developing an AI-augmented 3D model slicing pipeline to automate 3D printing workflows across a 24-printer farm, enabling a free and accessible printing service for students at Western University.
- Collaborating with subteams to design a Dockerized full-stack system that automates print orientation, support generation, and heuristic validation for printability using AI-driven tools and models.

Software Engineering Intern

May 2025 – Aug 2025

TeraGo

Markham, ON

- Developed a fully automated system to manage Jira tickets based on email notifications by using a Local LLM (Ollama) for structured and secure data extraction, Python for logic, and Microsoft's Graph API for email retrieval.

IT Intern

May 2025 – Aug 2025

Microcomputer Consulting Inc.

Mississauga, ON

- Configured and deployed client computers for multiple companies, including Windows installation, user account setup, and application/configuration changes based on company requirements.

PROJECTS

EyeCandy | TypeScript, Snap3D API, Shopify API, Gemini API

Sept 2025

- Reimagined e-commerce by enabling users to instantly search for and visualize clothing from Shopify on themselves in AR using Snap Spectacles, winning the **Snap: Spectacles AR Runner Up Prize** at Hack the North 2025.
- Integrated Shopify Storefront API via a lightweight FastAPI backend to fetch product data (images, variants) and generate real-time JSON responses for AR rendering.
- Implemented Google's Gemini API to create item descriptions from product images to use as a prompt for Snap3D API to achieve conversion from 2D image to 3D model.

Lumen | Unity3D, MongoDB Atlas, Flask, React

August 2025

- Worked with a team to build a full-stack mental wellness app that provides personalized emotional relief through custom-tailored games, journaling, and AI-generated insights, winning **Best Use of MongoDB Atlas**.
- Created five games/experiences in Unity3D designed to deal with specific emotional states (e.g. anxiety, sadness, grief) based on research into therapeutic solutions (e.g. breathing exercises, emotional reflection).

SafeRoute | Engineering Design, Stakeholder Analysis, Android Studio

Jan 2025 – Apr 2025

- Collaborated with the client to define the problem of transportation threats from fires and floods, ensuring the proposed solution aligned with stakeholder needs and project requirements.
- Applied the engineering design process by conducting a stakeholder analysis, defining objectives and constraints, and using decision matrices to evaluate and select the optimal solution.

Careerly | Cohere AI, Unity3D

Feb 2024

- Worked in a team of four to conceptualize, develop, and pitch the solution within 24 hours, winning **Best Use of AI** and **Third Place Overall**.
- Combined Cohere's AI and Unity3D's game engine to build a virtual career fair platform that allows users to explore potential career paths while also addressing the underrepresentation of minorities in successful roles.

TECHNICAL SKILLS

Languages: Java, C#, Python, JavaScript, TypeScript, C++, Kotlin, SQL, HTML, CSS, XML

Frameworks & APIs: React, OpenAI API, Google Maps API, HERE Maps SDK, JsonBin API, REST APIs

Developer Tools: GitHub, Unity3D, Android Studio, Arduino IDE, Blender, OnShape, MySQL, TensorFlow

Libraries: AI (CNNs, LLMs), Computer Vision, API Integration, UI/UX Design Principles

Hardware: Arduino, ESP32, M5Stack, 3D Printing, Bluetooth Low Energy (BLE)