Nathan Espejo

416-825-7510 | nate.e.espejo@gmail.com | LinkedIn | GitHub | Portfolio

EDUCATION

Western University London, ON
Bachelor of Engineering Science in Software Engineering *Aug. 2024 – May 2028*

EXPERIENCE

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 acheive 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.

Transparent Donations | *Java, Android Studio, Blockchain* May 2024
- Developed a mobile app that uses blockchain technology to enable full transparency of charity donations by allowing donors to see exactly how their contributions are being used.
- Used Android Studio with Java to create an intuitive interface that allows users to track their transaction history.

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)