

Nathan Espejo

nate.e.espejo@gmail.com • (416) 825-7510 • Brampton, Ontario • [LinkedIn](#) • [GitHub](#)

EDUCATION

Western University, London, Ontario

2024–2028 (Expected)

Bachelor of Engineering Science

Relevant course work: Foundations of Engineering Practice, Business for Engineers, Programming Fundamentals

TECHNICAL SKILLS

Programming languages: Java, Python, C#, C++, JavaScript, React, HTML, XML, SQL, Kotlin

Technologies: Git, Android Studio, Arduino, OnShape (CAD), Blender, Unity3D, MySQL, TensorFlow

Specialized Skills: Android App Development, Database Management, REST APIs, AI (Large Language Models & Convolutional Neural Networks), Virtual Reality, Game Development, Microcontroller Programming, 3D Design/Printing

PROJECTS

Lumen – Mental Health Games and Insights

August 2025

Toronto Metropolitan University, TerraHacks

- 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 Project

January–April 2025

Western University, Foundations of Engineering Practice

- 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 – Virtual Career Fair

February 2024

University of Toronto, NSBEHacks

- Worked in a team of four to conceptualize, develop, and pitch the solution within 24 hours demonstrating effective time management and collaboration, 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 – Blockchain Charity App

May 2024

Wilfrid Laurier University, HawkHacks

- 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.

EXPERIENCE

Software Engineering Intern

May–August 2025

TERAGO, Markham, Ontario

- Developed a fully automated system to manage tickets based on email notifications by using Python for logic, Power Automate for Microsoft integration, and Local LLMs (Mistral) for structured data extraction.

IT Intern

May–August 2025

Microcomputer Consulting Inc., Mississauga, Ontario

- Working on task automation and scripting to improve work efficiency.

Coding Club Instructor

2022–2024

St. Augustine Catholic Secondary School, Brampton, Ontario

- Organized and led weekly meetings to teach club members how to work with AI, microcontrollers, and circuits.

AWARDS

Western Engineering Competition Finalist: Placed Top 5 out of 87 teams.

2024

Western Engineering Dean's Honour List: Achieved >80% average during first year Engineering

2025