

# Elijah Espiritu

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## EDUCATION

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### California State University Long Beach

*Bachelor of Science in Computer Science, Cum Laude*

**GPA:** 3.562

**Awards:** Dean's List, President's List

Long Beach, California

*Aug. 2018 – May 2022*

## EXPERIENCE

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### Undergraduate Research Assistant

December 2021 - Present

*California State University Long Beach*

*Long Beach, CA*

- Developing an online learning software for automatic creation and grading of randomly generated assignments
- Reducing instructor workload by creating test and homework questions in a containerized web application using Python, HTML/CSS, and JavaScript
- Contributing to an established codebase using Git through pull requests, code reviews, and branching/merging
- Having the software used by hundreds of students in programming courses via homework, exams, and projects

### Deep Learning Lab Member

January 2022 - May 2022

*California State University Long Beach*

*Long Beach, CA*

- Worked in a small team to classify Buddhist texts from various sources into the three main branches
- Applied NLP and deep learning techniques to pre-process data using Python, Keras, and Tensorflow
- Used the BERT, GAN-BERT, and LSTM neural networks for standalone performance comparison
- Achieved 78-85% weighted F1 score on all models

## PROJECTS

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### Tripease | *MySQL, Git, Django REST framework, AWS, JavaScript, React*

August 2021 - May 2022

- Collaborated with a small team to create a full stack itinerary building web app
- Implemented a Django REST API as the backend framework
- Used several APIs from Google's Maps Platform to create a specialized map for trip planning
- Hosted on Amazon RDS for MySQL to persist data and deployed on Heroku and Netlify
- Designed wireframes and mockups with Figma to rapidly prototype designs

### Memories | *JavaScript, React, Node.js, Express.js, MongoDB*

April 2022

- Created a full stack social media web app that allows users to share their memories
- Developed a REST API using Node.js, Express.js, and MongoDB
- Implements the Spotify API to associate a song with a memory
- Deployed on Heroku and Netlify

### Virtual Realities | *C++*

February 2020 - May 2020

- Created an application that allows users to play board games such as Othello and Connect Four against each other
- Used object oriented programming and implemented the Model-View-Controller architecture
- Implemented polymorphism to allow for easy creation of games that follow a similar structure (e.g. placing pieces that result in consequences)

### Sakuranbot | *Python, SQLite, Git*

July 2021 - August 2021

- Designed, implemented, and employed a Discord bot that issues foreign language quizzes and extracts popular posts from social media such as Twitter or Reddit
- Implemented the Discord, Reddit, and Twitter APIs to process and generate content via user commands
- Reduced bot response time by using server side asynchronous programming and an SQLite database to store data

## TECHNICAL SKILLS

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**Languages:** Python, Java, C, C++, HTML/CSS, JavaScript

**Technologies/Frameworks:** Github, Django, Express.js Docker, SQL (MySQL, SQLite), NoSQL (MongoDB), React

**Libraries:** Tensorflow, Scikit-learn, Keras, NumPy, React