

Elijah Espiritu

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EDUCATION

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

Undergraduate Research Assistant

California State University, Long Beach

December 2021 - Present

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

California State University, Long Beach

January 2022 - May 2022

Long Beach, CA

- Worked in a small team to classify Buddhist texts from various sources into three main branches
- Applied NLP and deep learning techniques to pre-process large data sets 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

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

August 2021 - May 2022

- Collaborated with a small team to create a full stack itinerary building web application
- Implemented a Django REST API as the backend framework that connects to the frontend via Redux
- Used several APIs from Google's Maps Platform to create a specialized map for trip planning
- Created a database hosted on Amazon RDS for MySQL and deployed on Heroku and Netlify
- Streamlined development by creating detailed project documentation/UML and designing wireframes/mockups with Figma beforehand

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

April 2022

- Created a fullstack social media web app where users can perform CRUD operations on a MongoDB database
- Developed a REST API using Node.js, Express.js, and MongoDB
- Used React to create a responsive website that is deployed on Heroku and Netlify

Virtual Realities | *C++*

February 2020 - May 2020

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

Sakuranbot | *Python, SQLite*

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

TECHNICAL SKILLS

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

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

Libraries: Tensorflow, Scikit-learn, Keras, NumPy