Zachary Espiritu

Computer Science

ZacharyEspiritu
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Experience:

Teaching Assistant, Brown CS Department   Oct 2017 – Present
- **CS4:** Intro to Scientific Computing and Problem Solving (Spring 2018)
- **CS5:** A Data-Centric Introduction to Programming (Fall 2017)

Software Engineering Intern, Negotiatus   Jun 2017 – Aug 2017
- Co-developed *Leadbase*, an automated sales lead validator; built Github-like search filters and file imports with NLP capabilities
- Streamlined operations team workflows with Slack integrations, automated price analysis and comparison tools, and direct integration with exclusive third-party vendor APIs
- Optimized PostgreSQL queries using materialized views/partial indices; implemented caching system for up to ~500x faster full-text searches

Software Engineering Intern, Negotiatus   Jun 2016 – Aug 2016
- Developed automated scheduling system where clients can place recurring orders, leading to guaranteed increases in monthly revenue
- Wrote test suite from scratch for several thousand existing lines of code with over 70% coverage; set up Travis CI and RSpec
- Built several web scrapers with NLP capabilities for automation purposes, saving hundreds of hours of human labor

Teacher, The Coding Space   Mar 2016 – Jun 2016

Projects: *(more projects at zacharyespiritu.com)*

Github Dating Simulator   Sep 2016
  Rails web app that analyzes Github profiles and creates best-match hackathon teams by using statistics and the Github API.

Math Battle!   Oct 2015 – Aug 2016
  iOS app where players compete to solve math-based puzzles via real-time, online multiplayer; **recognized at 10Under20 @ CEWeek.**

Data Farm   Aug 2015
  iOS app tracking cellular data usage in order to motivate people to consider cheaper data plans; **1st Place at hackGCT 2015.**

Tile, Tap, Push!   Jun 2015
  Open-source iOS game where two players race to tap a stream of tiles as fast as possible; **over 3000 downloads on App Store.**

Recognition:

UI/UX Winner @ Brown University Adobe Design Jam, Sep 2017
Louise O'Rorke Award for Dramatics/Lighting Design, June 2017
10Under20: Young Innovators to Watch @ CEWeek, June 2016
Congressional App Challenge Winner, Feb 2016

Education:

Brown University, RI
Sep 2017 – Expected Jun 2021

  Relevant Courses: Introduction to Computer Systems, Introduction to Discrete Structures and Probability, User Interfaces and User Experience, Logic For Systems, Linear Algebra, Japanese I, Japanese II

Regis High School, NY
Sep 2013 – Jun 2017

Skills:

Languages: Swift, Objective-C, Java, HTML / CSS, Ruby, JavaScript, Python, C, Racket, Pyret

Design: Figma, Sketch, InDesign, Photoshop, InVision, Adobe XD

Technologies: Rails, Sass, Docker, jQuery, PostgreSQL, Mixpanel, Firebase, Heroku

Activities:

Musical Forum, Board Member
  Five years of lighting design experience over 15 productions; board member of Musical Forum, an entirely student-run theater group at Brown

Brown Daily Herald, Assistant Design Editor
  Designer on student-run, daily multimedia publication; designs print issues in Adobe InDesign.

Speech and Debate, President
  Nationally-ranked speaker in high school; coached and managed fellow students on ~210 person team.