

Zachary Espiritu

I'm a software engineer.

ZacharyEspiritu 

zacharyespiritu 

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Experience:

Software Engineering Intern, Negotiatus Jun 2016 – Aug 2016

- Created a modular, user-facing notification system allowing notifications to be sent to any user with a single line of code
- Developed automated scheduling system where clients can place recurring orders, leading to increased expected monthly revenue
- Co-developed test suite from scratch for several thousand lines of code with over 70% coverage
- Built several web scrapers with natural language processing capabilities to automate proprietary processes covered by NDA, saving hundreds of hours of human labor

Teacher, The Coding Space Mar 2016 – Jun 2016

- Taught K-8 students how to create their first coding projects using Scratch and Javascript

Speech & Debate Coach, Holy Family School Sep 2014 – Apr 2015

Featured Projects:

Mental Health Matters Sep 2016

Designed and developed website for mhm.nyc, a mental health awareness blog built on top of the Chameleon CMS for Rails.

Math Battle Oct 2015 – Aug 2016

Open-source iOS app where two players compete to solve math-based puzzles in real-time, online multiplayer battles; named one of "10Under20: Young Innovators to Watch" @ CWeek 2016.

FitFarm Jan 2016

Farm management simulator where players raise a farm through real-world exercise using HealthKit data; 3rd Place at hackTrin III.

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.

Skills:

Languages: Swift, Objective-C, Java, HTML/CSS, Ruby, Javascript

Technologies: Rails, Sass, jQuery, PostgreSQL, MS Access, Mixpanel, Sketch, Firebase, Git

Education:

Regis High School, 3.7 GPA

Sep 2013 – Expected Jun 2017

Independent Studies: Data Structures and Algorithms, AP Computer Science, AP Statistics

Other Courses: Calculus AB / BC, Advanced Physics

Make School Summer Academy

Jun 2015 – Aug 2015

- Developed 3 iOS apps in 8 weeks with no prior knowledge of Swift or iOS development
- Won the "Audience Choice" & "Student Choice Runner-up" awards at the end-of-program Demo Day

Activities:

The Owl, Layout Editor

Designs print editions of student-run newspaper with Adobe InDesign; deployed new online format using custom WordPress theme.

Computer Science Peer Tutor

Regularly teaches students on topics such as HTML/CSS, database design, & Java.

Stage Crew, Crew Chief

Head lighting designer at high school for past 4 years; manages crew of ~20 students.

Speech & Debate Society,

Speech President

Nationally-ranked speaker in Oral Interpretation; 7th Place in Declamation at the NCFL Grand National Tournament.