Zachary Espiritu

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Education

Brown University · May 2021
Sc.B. Computer Science · GPA: 4.0

Regis High School · June 2017

Skills

Languages

Ruby · Python · Swift · Objective-C ·
Java · C · Assembly · HTML / CSS ·
JavaScript · Racket · Pyret · Matlab

Technologies

Rails · React · Sass · jQuery ·
Heroku · Docker · PostgreSQL ·
Mixpanel · Firebase · LaTeX

Design

Figma · Sketch · InDesign ·
Photoshop · InVision · Adobe XD

Coursework

Accelerated Intro to Computer Science
　(Algorithms, Data Structures,
　Functional Programming)
Computer Systems
Discrete Structures and Probability
Logic for Systems (Formal Model
　Verification, Proofs of Specifications)
User Interfaces and User Experience

Activities

Musical Forum · Board Member
Theater group at Brown producing 3–4
shows per semester; five years of
lighting design over 15 productions.

Critical Review · Staff Writer
Organization that generates
aggregated student reviews of
undergraduate courses at Brown.

Experience

Brown University　　　　　　　　　　Fall 2017 – Present
Teaching Assistant for CS5 (Fall 2017), CS4 (Spring 2018)

Worked with a team of TAs and course professors for different courses
each semester. Answered student questions during weekly office hours.

Negotiatus　　　　　　　　　　　　　　Summer 2017
Software Engineering Intern

Co-developed automated sales lead information validation tool.
Streamlined operations team workflows with Slack integrations and
automated price comparison tools integrated with product vendor APIs.
Optimized PostgreSQL queries for up to ~500x faster full-text searches.

Negotiatus　　　　　　　　　　　　　　Summer 2016
Software Engineering Intern

Created client-facing system for customers to automatically schedule
recurring orders. Set up continuous integration pipeline and co-wrote
test suite from scratch for several thousand lines of code with over 70%
coverage. Built web scrapers to automate previously manual product
price point collection. Led development of company Ruby style guide.

Projects　　　　　　　　　　*(many more at zacharyespiritu.com)*

Math Battle
10Under20 at CEWeek 2016 Recipient (Educational Technology)
Real-time, online, competitive math puzzle experience on iOS.

Tile, Tap, Push!
7000+ Downloads & "Audience Choice" at Make School Demo Day
Two-player iOS game about tapping tiles in split-screen multiplayer.

Github Dating Simulator
Ruby on Rails web app that analyzes Github profiles and creates best-fit
hackathon teams using statistics and the Github API.

Awards　　　　　　　　　　　*(many more at zacharyespiritu.com)*

UI/UX Winner @ Brown University Adobe Design Jam	Oct 2017
2nd Place at Microsoft Coding Challenge @ Brown	Sep 2017
Louise O'Rorke Award for Dramatics & Lighting Design	June 2017
10Under20: Young Innovators to Watch @ CEWeek	June 2016
Congressional App Challenge Winner in Washington, D.C.	Feb 2016