

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 • PHP • Racket • Pyret •
Go • Matlab

Technologies

Rails • React • Sass • jQuery •
Heroku • Docker • PostgreSQL •
Alloy Analyzer • TLA+

Prototyping

Figma • Sketch • InDesign •
Photoshop • Adobe XD

Coursework

Accelerated Intro to Computer Science
(Algorithms, Data Structures,
Functional Programming)
Computer Systems Security
Discrete Structures and Probability
Introduction to Computer Systems
Linear Algebra
Logic for Systems (Formal Methods
and Verification in Programming)
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.
Brown Daily Herald • Designer

Experience

Brown Computer Science Department Fall 2017 – Present
Head Teaching Assistant for CS19 (Fall 2018)

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 online and in-person during weekly office hours. Developed course assignments. Graded student submissions.

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 using NLP. Led development of company Ruby style guide.

Projects *(many more at zacharyespiritu.com)*

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

collab/space
hack@brown 2018
An online IDE built using Meteor and React for real-time peer collaboration
via a live-updating editor, in-browser code compilation, and video chat.

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

Awards *(many more at zacharyespiritu.com)*

2nd Place at Microsoft Coding Challenge @ Brown Sep 2017
Apple WWDC Scholarship Winner June 2017