

Zachary Espiritu

I'm a software engineer.

ZacharyEspiritu 

zacharyespiritu 

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Experience:

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:

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.

(many more projects, designs, and articles @ zacharyespiritu.com)

Recognition:

UI/UX Winner @ Brown University Adobe Design Jam, Sep 2017

Louise O'Rourke 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 Computing Systems, User Interfaces and User Experience

Regis High School, NY

Sep 2013 – Jun 2017

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

Make School Summer Academy

Jun 2015 – Aug 2015

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:

Newspaper, Layout Editor

Designs each print issue in Adobe InDesign.

Theater, Lighting Designer

Head lighting designer at high school for 4 years. Currently on production teams for three concurrent shows at Brown.

Speech & Debate, President

Nationally-ranked speaker; coached and managed fellow students on ~210 person team.