

Abner Espinoza

Software Developer

Los Angeles, California

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Education

Bachelor of Science in **Computer Science** from the **University of California, Irvine**

- Dean's Honor List (Fall 2018 — Spring 2020)
- Active member of **Artificial Intelligence@UCI** and **Association of Computing Machinery@UCI**

Experience

Autonomous Systems Intern at **Base11** | Irvine, California | January 2020 — June 2020

Base 11 partners with industry and academia to launch technology in data analytics, autonomous systems, and advanced manufacturing.

- Used C++ and the SunFounder API to implement a form of computer vision and basic autonomy in drones and compact cars.
- Developed a User Interface (UI) that displayed crucial diagnostic information in real-time for autonomous drones.

Projects

Pong AI

<https://github.com/abner-espinoza/Pong>

- Trains an agent with stochastic Policy Gradients on Pong Using OpenAI Gym.
- Uses the input frames of the game and the results of each round to train the Neural Network.
- Developed with help from AI@UCI mentors during a club workshop.

Pathfinding Visualizer

<https://github.com/abner-espinoza/Pathfinding-Visualizer>

- Developed a Python application to allow users to visualize and interact with the A* Search Algorithm.

Sudoku Solver

<https://github.com/abner-espinoza/Sudoku-Solver>

- Developed a backtracking algorithm to find a solution to any solvable sudoku game and a stylish User Interface (UI) to compliment it.

Personal Website

abner-espinoza.github.io

- Developed a basic personal website displaying my contact information and a resume download feature with HTML, CSS, and JavaScript.

Languages

English, Spanish

Proficient

Python, C++, Java

Proficient

HTML, CSS, JavaScript

Intermediate

Strengths

Hardworking, Reliable, and Communicable
Quick Learner and Inventive
Cross-Cultural Leadership