Los Angeles, California
https://github.com/abner-espinoza

ABNER ESPINOZA

(323) 213-6730
emrabner@gmail.com
https://linkedin.com/in/abner-espinoza

EDUCATION

Irvine, California	**University of California, Irvine**	**Fall 2018 – Spring 2022**

- **Major:** Computer Science (Intelligent Systems), B.S. (in-major GPA: 3.96)
- **Relevant Coursework:** Data Structures; Algorithms; Artificial Intelligence; Machine Learning; Computer Architecture; Operating Systems; Discrete Math; Probability; Statistics.
- **Activities:** Artificial Intelligence at UCI; Association for Computing Machinery; Society for Hispanic Professional Engineers (SHPE); Pacific Southwest Collegiate Debate Association.

EMPLOYMENT

Technology Analyst	**Goldman Sachs**	**June — August, 2021**

- Used React and Java Spring Boot to build a capacity modeling and analysis application that collects information from hypervisor and provisioning layers. It enables forecasting capacity events and adjusting usage assumptions to plan and make critical capacity decisions and meet key service level target objectives.
- Application required the development of RESTful APIs and various forms of data engineering.

Autonomous Systems Engineer, Intern	**Base 11**	**January — June, 2020**

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

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

PROJECTS

Personal Website: https://abner-espinoza.github.io (for additional information)

— Developed a basic personal website that displays my contact information and my up-to-date resume.
— Built with HTML, CSS, and JavaScript.

Pong AI

— Trains an agent using 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 Artificial Intelligence at UCI mentors during a club workshop.

Pathfinding Visualizer

— Developed a Python application that allows users to visualize and interact with the A* Search Algorithm.
— Includes functionality to set the starting point and the end point, add barriers, and resize the graph.

Sudoku Solver

— Developed a backtracking algorithm to find a brute-force solution to any solvable Sudoku game and a stylish User Interface (UI) to compliment it.
— Randomly generates a Sudoku puzzle and includes functionality like error detection, timekeeping, and hints.

LANGUAGES AND TECHNOLOGIES

- English, Spanish — Proficient
- Python, C++, C, Java — Proficient
- C#, JavaScript, HTML/CSS — Familiar

STRENGTHS

- Excellent communication skills, able to learn quickly, and passionate for moving fast and building great things.
- Preserve high standards for code quality, maintainability, and performance through all circumstances.