Los Angeles, California
https://github.com/abnerespinoza

ABNER ESPINOZA

emrabner@gmail.com
https://linkedin.com/in/abnerespinoza

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.
- **Activities:** Artificial Intelligence at UCI; Association for Computing Machinery; Society for Hispanic Professional Engineers (SHPE); Pacific Southwest Collegiate Debate Association.

EMPLOYMENT

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

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

Software Engineering Intern **Base 11** **January — June, 2020**

- 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 drones and compact cars.

PROJECTS

Personal Website: https://abnerespinoza.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.