

Los Angeles, California

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

ABNER ESPINOZA

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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

Goldman Sachs is a multinational investment bank that offers services in investment management, securities, asset management, prime brokerage, and securities underwriting.

- I am currently using React and Java Spring Boot to develop the front end and back end of a web-based forecasting tool that will display sophisticated dashboards and interactive graphs.

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.