

# Noah Espiritu

5532 Corot Ct, Fairfax VA 22032 | (571) 526-8490 | nse7jg@virginia.edu

## Education

**3.467 GPA**

---

**University of Virginia**  
B.S. in Computer Science

Charlottesville, VA  
Aug 2018 - May 2022

## Experience

---

**University of Virginia Computer Science Department**  
*Teaching Assistant*

Charlottesville, Virginia  
August 2020 - Present

- Led weekly small group discussions sessions with students to maintain their engagement with core subject material.
- Held weekly office hours to troubleshoot students' issues and develop their understanding of computer science concepts.

## Projects

---

### Ongoing RTS Prototype Game Project

May 2020 - Present

<https://github.com/bhespiritu/RTS-Proof-Of-Concept>

- Organized, taught and led a team of five developers of varying skill levels.
- Researched and implemented a flow field pathfinding algorithm in C#

### Miscellaneous Physics Simulations

2017 - Present

<https://github.com/bhespiritu/physics-toys>

<https://github.com/bhespiritu/fluid-simulation>

- Studied the necessary mathematics in order to implement a fluid simulation.
- Utilized Java's Swing library to visualize the simulations.

### Procedural Animation System

2019

<https://github.com/bhespiritu/Procedural-Animation>

- Implemented bipedal locomotion animation system in Unity without using built-in animation libraries.
- Created developer tools to streamline the animation process.

## Skills

---

**Languages:** Python, Java, C++, C#, C99, HTML, CSS, JavaScript, MATLAB, x86 Assembly

**Frameworks:** AWS, Unity, Unreal, Docker, Django, Node.JS, Bootstrap, Jekyll

**Programs:** Git, LaTeX, Blender, Autodesk Maya, Adobe Animate, Audacity, Eclipse

**Operating Systems:** CentOS, Ubuntu