

Noah Espiritu

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Education

3.71 Major 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 small group discussions with students to maintain engagement in subject material.
- Held weekly office hours to troubleshoot students' issues and develop their understanding of subject material.

Projects

Space Station 14

July 2020 - Present

<https://github.com/space-wizards/space-station-14>

- Performed general bugfixing for an open source video game.

Miscellaneous Physics Simulations

2017 - Present

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

- 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.

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#

Skills

Languages: Python, Java, C++, C#, C99, HTML, CSS, JavaScript, MATLAB, x86 Assembly
Frameworks: AWS, Unity, Unreal, Docker, Django, Node.JS, Jekyll, Tensorflow, Keras
Programs: Git, LaTeX, Blender, Autodesk Maya, Adobe Animate, Audacity, Eclipse
Operating Systems: CentOS, Ubuntu