

Charlie Weinberger

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EDUCATION

University of California, Irvine

Irvine, CA

Bachelor of Science in Computer Science

Sept. 2023 – June 2027

- 3.66 GPA
- Current Coursework: Data Structures, Data Management, Computer Organization, Linear Algebra, Discrete Math
- Expected 2024/25 Coursework: Algorithms, Intro to AI, Machine Learning, System Design, Information Retrieval

EXPERIENCE

Software Engineering Fellow

July 2024 – September 2024

Headstarter

Remote

- Built a pantry tracker, AI chatbot, AI flashcard application, and RAG chatbot application in 5 weeks using React, Next.js, TypeScript, Tailwind CSS, Firebase, and Groq, among others
- Completed weekly hackathons, mock interviews, and networking events, and a final project

Data Labeler

April 2024 – August 2024

FieldAI

Remote

- Annotating 3-dimensional LIDAR point clouds by identifying various terrains, vegetation types, and obstacles
- Training machine learning models within robots to better detect objects when moving autonomously

Investment Intern

June 2024

Beach Point Capital Management

Santa Monica, CA

- Conducted market research and presented on the current state of the data center and semiconductor sectors
- Managed a simulated investment portfolio, learning about stocks, options, and various investment strategies

AI Innovation Challenge Finalist

November 2023 – January 2024

University of California, Irvine

Irvine, CA

- Developed FeelFrame, an AI-based computer vision emotion recognition model designed to aid professors in improving their lectures and remove the need for end-of-quarter evaluations
- Placed top 6 out of 30+ teams in the AI Innovation Challenge, hosted by the UCI ANTreprenueur Center

Summer Research Connection Intern

Summer 2022

California Institute of Technology

Pasadena, CA

- Created a program to build a mosaic of the Milky Way Galaxy with an overlay of astronomical data
- Collaborated with professors on research project by quickly adapting to Caltech system

PROJECTS

Sigmath Multiservices | *React, React Native, TypeScript, Tailwind CSS, Firebase*

August 2024 – Present

- Building a full-stack website and mobile app for a tutoring company in Minneapolis
- Allowing students to practice math lessons through activities such as interactive quizzes
- Customizing app view for students, parents, and educators, allowing parents and educators to view student progress

ScheduleMonkey | *React, Next.js, TypeScript, Tailwind CSS*

August 2024

- Designed a monkey-themed website user interface with a custom color scheme, background, and icons
- Was a finalist (top 20) team out of 800+ participants in the first Headstarter hiring hackathon

TECHNICAL SKILLS

Languages: Python, Java, C++, Rust, JavaScript, TypeScript, HTML/CSS, SQL

Frontend: React, Next.js, Tailwind CSS, shadcn/ui, React Native, Expo

Backend/AI: Node.js, Firebase, Supabase, PostgreSQL, Prisma, Groq, LangChain, Pinecone

Developer Tools: Git, GitHub, VS Code, Vim, Figma, Notion