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
- Relevant Coursework: ICS 31-33, ICS 45C, IN4MATX 43, ICS 6B & 6D, MATH 3A, STATS 67

Pasadena High School — Pasadena, CA
Student — *Aug. 2019 – June 2023*
- 4.53 GPA
- 1 of 30 students selected for college-level math track called "America's most accelerated math program"
- Relevant Coursework: Calculus I, II and III, Linear Algebra, Abstract Algebra, Differential Equations, Discrete Mathematics, Probability & Statistics; Computation & Modeling, Machine Learning, Intelligent Systems

EXPERIENCE

Software Engineering Fellow — July 2024 – Present
Headstarter — *Remote*
- Building 5 projects in 5 weeks using React, Next.js, Firebase, OpenAI API, Pinecone, and AWS
- Completing a final project of working with a startup to build items from their product backlog

Data Labeler — April 2024 – Present
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 — Nov. 2023 – Jan. 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 ANTrepreneur 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

Trainwreck Labs Automation | *JavaScript* — March 2024 – Present
- Created a web extention that automates Trainwreck Labs web games Globle, Globle: Capitals, and Metazooa

UCI Canvas Finder | *Python, Selenium, SQLite* — Feb. 2024 – Present
- Collecting all available UCI Canvas pages into database, including bypassing two-factor authentication sign-in

TECHNICAL SKILLS

Languages: Python, Java, C++, Rust, JavaScript, TypeScript, HTML/CSS, PostgreSQL
Libraries/Frameworks: Node.js, React, Next.js, Firebase, OpenAI API, LangChain, Pinecone, AWS, Selenium
Developer Tools: Git, GitHub, VS Code, PyCharm, Vim