#### Contact

+1 (561) 926-1163 enricozb@gmail.com

### Resources

ezb.io github.com/enricozb

### Coursework

### Computer Science

Operating Systems Machine Learning Data Mining Algorithms Decidability & Tractability **Functional Programming** Language Theory Graphics

#### Mathematics

Discrete Math Bayesian Statistics Abstract Algebra Classical Analysis

### Interdisciplinary

Biomolecular Computation Biological Data Analysis

### Software

### Operating System

Linux (Ubuntu / Arch) Mac OSX Windows

### Development & Workflow

neovim + mosh + tmux git, mercurial, perforce Sublime Text, Atom Xcode i3

#### Design

Photoshop CS6 Sketch 3 Krita

#### Office Tools

Apple Pages & Keynote MS Office Suite

### Languages

### Fluent

English Português

#### Proficient

Español

#### Basic

(日本語) Japanese

# Enrico Borba

### Education

### California Institute of Technology

B.S. Computer Science (expected graduation 2019)

### (2015 - Present)

(Summer 2018)

### Work Experience

### Mitsubishi Engineering Intern in Japan

Worked on the systems division to create the infrastructure for sensor data collection & processing inside next generation vehicles. Using biometric sensors, and vehicle data (ex. steering wheel angle) I constructed a model to detect drowsiness or impairment in drivers.

### Facebook Software Engineering Intern

(Summer 2017)

Worked with the Search as a Service (SaaS) team. I wrote a scaled down version of the existing SaaS platform for teams looking to test out the service. This involved a lot of scripting (bash/Python), a lot of data fetching (MySQL, Hadoop, Hive), and a web frontend (HHVM).

### Google Software Engineering Intern

(Summer 2016)

Wrote an RPC (remote procedure call) tracing tool for the Vanadium project in Golang. Set up a protocol, "HTTP over RPC", which would serve HTML pages which contained data on the RPCs. I also worked with Google Street View to enable car operators to mark road conditions (dirt, private, or public) with a joystick.

### **Uncanny Vision Intern**

(2015 - 2016)

Worked on a variety of computer vision projects ranging from Simultaneous Localization and Mapping (SLAM) implementation to multi-sensor integration. Main project consisted of porting and optimizing a post-data collection MSCKF (Multi State Constrained Kalman Filter) implementation in MATLAB to C++ for realtime data analysis on less capable hardware.

A six month-long MIT program with a five day conference. Created a twitter data mining tool in Python and gave a presentation on Big Data to MOSTEC students and MIT staff.

## Projects & Programming Languages

### Python-CRN

A Chemical Reaction Network simulator presented as a Domain Specific Language. Supports stochastic and deterministic networks.

### Crick

HQTrivia Human assistant: Using OCR from a continuous screen capture, provides short, expressive, and context-aware Google queries.

### XaTeLite (pronounced "satellite")

LaTeX compilation system served over HTTP. A user can edit the source over SSH and visit a website for the produced pdf.

### Mollusk

Unifies the best parts of two popular shells xonsh & fish: fish's autocompletion + xonsh's environment.

### Netflix MovieLens Factorization

Used several Machine Learning methods to create a movie recommendation system.

### Expert Python 3.6+

### Advanced

10.10.1000	
C++	• • • • •
Processing	

### **Proficient**

C	$\bullet \bullet \bullet \bullet \circ$
Haskell	
OCaml	••••
HTML + JavaScript	•••00

### **Basic**

ASIC	
Swift	••••
R	••••
Elixir	••••
Golang	••000
Hack (HHVM)	••000
Rust	••000
MATLAB	•0000