ESTEBAN CHARRY

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EDUCATION

University of California, Berkeley   *Fall 2020 - Spring 2024*
Bachelor of Arts in Data Science   *Cumulative GPA of 3.26*

TECHNICAL SKILLS

Natural Languages	English, Spanish
Computing Languages	Python, Java, C++, SQL
Tools	Matplotlib, Pandas

Relevant Coursework

- **Computer Science:** Structure and Interpretation of Computer Programs, Data Structures, Discrete Mathematics and Probability Theory, Designing Information Systems and Devices I, II, Probability and Random Processes, Web Development

- **Data Science:** Foundations of Data Science, Principles and Techniques of Data Science

- **Mathematics:** Multivariable Calculus, Statistics

PROJECTS

2D Tile-based World Exploration Engine   *April 2021*

Engine for generating random, explorable worlds in which the user is able to navigate via WASD keys and interact with objects. Worlds are generated using randomly situated rooms and connections via A* and Manhattan distance as a metric.

Gitlet   *March 2021*

Command line version control system implementing essential features of Git. Implements the reading and writing of files, viewing their histories, branching to enable separate workflows, and merging of these branches back into main, all through the serializing and deserializing of objects.

2048   *January 2021*

Core logic of the game 2048, a single-player computer game written by Gabriele Cirulli, including the handling of a variety of possible key-presses input by the player and their effects on aspects of the game including score, board layout and tile values.

DISTINCTIONS

- Solar Cup 2020 Eco-Boating Competition

- Questbridge National College Match Finalist

- Microsoft Technology Associate Certification

- Great Minds in STEM 2020 Scholar

- 2020 Chevron Scholarship Recipient