

# Humberto Lopez Espitia

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## EDUCATION

### University of California – Irvine

Bachelor of Science, Computer Science

Specialization: Systems and Software

Graduation: June 2021

**Relevant Coursework:** Concepts in Programming Languages, Principles in System Design, Intro to Data Management, Software Testing & QA, Information Retrieval, Data Structures, Programming in C++/Java/ Python, Compilers & Interpreters, Principles in OS

## WORK EXPERIENCE

### Dreams for Schools, Santa Ana, CA

April 2019 – June 2019

*Programming Mentor*

- Taught a class of 30 middle school students introductory programming concepts, such as Boolean logic, data types, and conditional statements and coordinated, along with 4 other coworkers, a 7-week lesson plan to follow
- Mentored a group of five students in creating a mobile app with Thunkable technology

### SCS Noonan Summer Academy – TA, Los Angeles, CA

June 2018 – August 2018

*Java Teaching Assistant to USC Professor Jeffrey Miller*

- Lectured and led planned discussion lessons, in Java, to 11 incoming college students
- Revised student programs, assignments given in discussion, class and administered two exams throughout summer
- Observed a 10% increase in test scores from midterm to final

## PROJECTS

### ToastLearn, Hack@Home Hackathon

October 2020

*Back-End Developer*

- Planned, with a team of 4, to develop a collaborative learning website with customized resource pages for desired learning topics
- Utilized YouTube API and MediaWiki API, to retrieve information on a user's topic by creating an automated program in Python
- Integrated documents, collections, and rules for a NoSQL Cloud Firestore database and maintained/updated as new resource pages were requested

### Hispanics Who Code, Remote

July 2020 – September 2020

*Front-End Developer*

- Launched, with a team of 5, a website whose mission is to assist and retain aspiring Hispanic students in CS with resources, community blog, and a mentorship program
- Resolved browser and screen compatibility issues and upgraded web elements using Javascript, HTML
- Customized style sheets for each webpage and for general elements, and updated when needed

### H2U, Irvine, CA

September 2019 – Present

*Sensor Management/ Programmer*

- Designed with 4 students an automated system to identify filterable water using water pH and electrical conductivity
- Identified and correctly diverted filterable water 90% of time with a developed sensor data retrieval program in C++

### Red Snow, Irvine, CA

April 2018 – June 2018

*Game Programmer*

- Teamed with 4 students on a 2D game where players ski up and down hills while avoiding game objects
- Set up in-game objects, animations, and edited properties of each object, as well as added behavior using C# scripting

## SKILLS

**Technical Strengths:** C++[Intermediate], C[Intermediate], Python[Intermediate], Java[Intermediate], MySQL[Proficient], HTML[Proficient], CSS[Proficient]

**Languages:** English [Fluent], Spanish[Fluent]

## LEADERSHIP

**Leadership Roles:** Mesa Unida - Director of Organizations, SCS Noonan Scholars - UC Irvine Regional Director, Beta Theta Pi- Alpha Pi Pledge Class President/ Chapter VP of New Member Education, Society of Hispanic Professional Engineers – Tech Committee

**Additional Involvement:** Video Game Development Club, MAES: Latinos in Science and Engineering