

Imanol Espinal

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EDUCATION

Brooklyn College, CUNY

Bachelor of Science in Computer Science

Expected: Dec 2024

Brooklyn, NY

Relevant Coursework: Data Structures and Algorithms, Operating Systems, Computer Architecture

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, TypeScript, HTML, CSS/Sass, SQL

Frameworks and Libraries: React.js, Node.js, Express.js, Bootstrap, Tailwind, ftplib, ftputil, pygame, pyaudio

Technologies and tools: Git, GitHub, MySQL, VSCode

Concepts and Methodologies: Software Development Life Cycle, CI/CD, OPP, REST

WORK EXPERIENCE

Cushman & Wakefield

Software Developer Contractor

Jun 2021 – Aug 2021

Queens, NY

- Contributed to the creation of software that funneled data from different computer hosts into a main operating computer.
- Used Python libraries ftplib and ftputil to check and manipulate incoming data through an FTP server.
- Developed a temporary interactive system to troubleshoot and manage bugs.
- Manually set up and tested 10+ computers as concurrent connections to the FTP server using Microsoft's FTP server tooling.

RELEVANT EXPERIENCE

CUNY Tech Prep

Fellow, Software Development

Jul 2023 – Present

New York, NY

- Selected for a competitive web development fellowship with students from across the 11 CUNY senior colleges where Fellows create technical projects using tools such as React, Node + Express, and PostgreSQL.
- Participate in weekly courses and learn industry best practices for design, implementation, and deployment such as MVC, version control with Git/GitHub, agile & Scrum with Trello and Slack, test driven development, and CI/CD.

PROJECTS

BoroughLife Revamped | React.js, TypeScript, Sass, Tailwind, NewsAPI

Apr 2024 – Present

- Revamped the website using React.js and TypeScript to create a dynamic, responsive hub for New Yorkers to stay informed and share their experiences.
- Integrated NewsAPI to provide users with the latest news updates from various sources, keeping them well-informed about local and global events.
- Utilized Tailwind CSS and Sass to design a visually appealing and maintainable interface, ensuring a consistent and attractive user experience.

BoroughLife | HTML, CSS, JavaScript, Bootstrap

Mar 2023 – May 2023

- Website designed with the goal of creating a hub for discussion on a wide range of topics regarding specific locations in the five boroughs of New York City.
- Implemented the JavaScript code for most of the functionality of the webpage.
- Contributed to the overall development and design of the webpage using CSS and Bootstrap.
- Tested and debugged code and implemented GitHub Actions workflow to deploy the project.
- Link to project [here](#).

VoiceRemote | Python, pygame, pyttsx3, pyaudio

Jan 2023– Apr 2023

- Maze game designed with the goal of verbally inputting commands to traverse an array of mazes.
- Implemented the pygame library to design the environment in which the player would interact.
- Applied both pyttsx3 and pyaudio libraries to create dynamic speech recognition software that would serve as input for the game.
- Employed robust error handling and input validation techniques to ensure accurate and reliable recognition of user commands, effectively minimizing potential misinterpretations or invalid inputs.