JULIAN ESPADA

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EDUCATION

Massachusetts Institute of Technology

August 2018 - Present

Bachelor of Science

Electrical Engineering and Computer Science

Minor in Mathematics

RELEVANT COURSEWORK

Software Construction (6.031) Computation Structures (6.004) Intro to Machine Learning (6.036)

Intro to Communication Networks (6.02)

Linear Algebra (18.700) Embedded Systems (6.08)

Intro to Digital Systems Lab (6.111)

Probability and Random Variables (18.600)

TECHNICAL STRENGTHS

Modeling and Analysis MATLAB, Matplotlib, Numpy, PyTorch

Software MS Excel, MS Word

Programming Languages Python, JAVA, C, C++, HTML, RISC-V Assembly

Hardware Description Languages SystemVerilog, Bluespec

Scripting Languages Unix shell

PROJECTS

IoT Fishing Game

March 2019 - May 2019

In a team of 5, designed a fishing game for an Arduino that interacted with a remote server via WiFi, a GPS module, and an accelerometer to create a multiplayer competitive fishing experience.

WORK EXPERIENCE

kVA by UL

June 2019 - August 2019

Functional Safety Engineer

- · Performed penetration testing on the diagnostic network of a modern vehicle.
- · Performed CAN Bus data analysis and reverse engineering.
- · Researched into C and C++ usage specifications.

Exoplanet Spectroscopy

February 2019 - May 2019

Undergraduate Researcher

Performed python data analysis on Hubble stellar spectra.

EXTRA-CURRICULAR

Spark 2020 Program Director for MIT ESP.

Secretary for MIT ESP.

Game Development and Design Club Treasurer.

Production Manager for MIT E33 Productions.

Avionics Sub-team Member for MIT Rocket Team.