Jonathan Estrada

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EDUCATION

University of California, Irvine // Pursuing B.S. in Computer Science // GPA: 3.92

June 2022

- Dean's list recipient for 6 consecutive quarters
- Relevant Coursework: IN4MATX 43: Software Engineering, ICS 6B / 6D: Discrete Math, ICS 6N:
 Computational Linear Algebra, ICS 51, 53: Computer Organization & System Design, ICS 46: Data Structures,
 CS 121: Information Retrieval, CS 122A: Data Management/Databases, CS 171: Intro to Artificial Intelligence

TECHNICAL SKILLS

Programming Languages: C, C++, Python, SQL, Javascript, CSS, HTML, PHP **Technologies:** MySQL, NodeJS, ReactJS, Express, mongoDB, TensorFlow, Git

EXPERIENCE

Online Instructor // iD Tech Camps

July 2020 – September 2020

- Instructing middle/high school students in 10-12 one-on-one lessons per week on Lua and Python
- Created lesson plans and curriculums tailored towards each student's interests and capabilities

Summer Academy Tutor // American Canyon High School

June 2017 - July 2017

- Supervised/taught 30-40 students how to code in Ch, a derivation of C++/C
- Showed students how to apply mathematical knowledge by coding modular robots

PROJECTS

FindMyBoba // Back-end Developer

November 2019

- Won 3rd Place in Best Overall Hack and Popular Choice Award
- Collaborated in a group of 4 to design a web application during UCI's ZotHacks Hackathon, built using Javascript, HTML, and CSS in Node.js with the Express framework and React.js
- Determines a user's location with **Google Map's API** and uses **Yelp's Fusion API** to display an open, random bubble tea shop within a specified radius

BillSplit // Full-stack Developer

April 2019

- Designed a mobile Android app during USC's HackSC Hackathon: splits a party's bill by scanning receipts
- Utilized Taggun's Optical Character Recognition, Twilio's API, and Paypal's API

Artificial Intelligence - Minesweeper Agent // Academic Project

April 2020 - June 2020

- Programmed an Al agent in Python which solves Minesweeper worlds
- Implemented model checking algorithms with basic probability as heuristics to uncover tiles
- Out of 1000 random worlds, agent solves 80% of 8x8 10-mine worlds & 70% of 16x16 40-mine worlds

ACTIVITIES

Circle K: Technological Internship Program // Full-stack Developer

March 2020 - present

- Created and collaborated on a Javascript-based visual mentor/mentee tree line for UCI Circle K's website
- Improved on and designed a visual calendar, used PHP, SQL queries via jQuery/Ajax to retrieve event information from MySQL database