Jonathan Estrada

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EDUCATION

University of California, Irvine // 2018 - present

- GPA: 3.91 // Computer Science Major // Pursuing B.S. // Sophomore Standing //
- 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, C\$ 121: Information Retrieval, C\$ 122A: Data Management/Databases, C\$ 171: Intro to Artificial Intelligence

TECHNICAL SKILLS

Programming Languages: C, C++, Python, SQL, Javascript, CSS, HTML

Technologies: MySQL, NodeJS, ReactJS, Express, mongoDB, TensorFlow, Keras, Git

EXPERIENCE

Napa Valley College Bookstore Sales Associate // July 2019 - September 2019

- Customer Service: answering customer questions & assisting with the purchase of merchandise
- Cashier/Register Duties: processing transactions every day involving cash/credit

ACHS Summer Academy Tutor // June 2017 - July 2017

- Supervised/taught 30-40 students how to code in Ch, a derivation of C++/C
- Showed how to apply mathematical knowledge in practical applications

PROJECTS

FindMyBoba // Back-end Developer // November 2019

- Designed a web-app during UCI's Zothacks Hackathon that determines a user's current location and displays an open, random boba place within a 10-mile radius.
- Built using Javascript, HTML, and CSS in Node.js with the Express framework and React.js.
- Utilized the Yelp Fusion API to generate results for reputable boba places.

Digit / Natural Scenery Recognition // Machine Learning, Self-study // October 2019

- Created two Convolutional Neural Network models using TensorFlow and Keras; prepared data using NumPy and Pandas libraries.
 - o Digits: Trained on MNIST data, 98% accuracy on validation set
 - Natural Scenery: Trained on data from Intel, 83% accuracy on validation set

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.

Minesweeper AI // Class Project // May 2020 - June 2020

- Created and programmed an agent that solves Minesweeper worlds.
- Implemented model checking algorithms and utilized basic probability 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 (TIP) // March 2020 – current

- Worked on a visual mentor/mentee tree line displaying the Circle K mentor/mentee program
- Currently making improvements on system database and UX