

MARINA ESPINOZA

SOFTWARE ENGINEER

CONTACT

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- New York, NY

EDUCATION

B.S. in Computer Science

**Rensselaer Polytechnic
Institute**

2013-2017

TECHNICAL SKILLS

Programming Languages

Python (Advanced)
C++ (Intermediate)
Javascript (Beginner)
C# (Beginner)

Frameworks & Plugins

Enaml (Qt-based)
ARFoundations
Typescript & React

3D Modeling Software

Blender

Game Engines

Unity

PROFILE

With over 5 years of experience as a GUI developer, I am now embarking on a career in XR application development, combining my programming expertise, artistic passion, and proficiency in mathematics into a harmonious blend.

WORK EXPERIENCE

Software Engineer III

JPMorgan Chase & Co. July 2017 - Present

- As a framework developer, my role is to develop and maintain our set of GUI libraries that's used by several application developers to build desktop applications for traders.
- My tasks involve communicating with application owners and collaborating with their developers to resolve framework issues, provide coding guidance, and implement new features.

TRAINING

Online Courses

ARFoundations & Unity course in Udemy Jan 2023 - Mar 2023
Learn C# course in Codecademy: Summer 2021
Absolute Beginners Art Fundamentals in CGMA Summer 2021

Side Projects

Chem Cards May 2023 - Jul 2023

Workshops

Leadership and Engineering Advancement Program Dec 2022
@ JPMC

Communities

New York Metro AR/VR Ignite @ JPMC Dec 2022 - Present

CORE STRENGTHS

Design-Minded Individual

I prioritize user-centricity in my coding process, striking a balance between functionality and aesthetics. By ensuring an enjoyable user experience, I aim to create applications that delight users and engage them with innovative features.

Technical Communicator

To ensure proficiency across a diverse range of end-users, I took the initiative to develop comprehensive documentation, serving as a valuable resource for myself, my team, and other users in educating users on the foundation of our framework.