William Espitia

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EDUCATION

Farmingdale State College   **Farmingdale, New York**

BS in Computer Science   *May 2025*
  - o **Senior Project:** Designed full stack social movie review platform using HTML, CSS, JavaScript and Firebase, while utilizing TMDB API to fetch and display movie metadata for a unique user experience.
  - o **Related Coursework:** Data Structures & Algorithms, Data Management, Computer Programming, Computer Architecture and Organization, Software Engineering.

BS in Mechanical Engineering   *December 2021*
  - o **Senior Project:** Designed automation system with Richlin Machinery, Inc. where two halves of a container are sorted, flipped, filled, and dispersed for packaging.
  - o **Related Coursework:** Computer Aided Drafting & Design, Manufacturing Processes, Tool Design, Applied Thermodynamics, Machine Product & Design, Robotics, Applied Fluid Mechanics, HVAC Systems.

SKILLS

Programming: Java, JavaFX, SQL, Scene Builder, Python, CSS, HTML, JavaScript, MATLAB, CATIA
Tools: Eclipse, NetBeans, Atom, IntelliJ, Visual Studio, MySQL, Microsoft SQL Server
Other Programs: AutoCAD, Inventor, SolidWorks, MasterCam, Multisim, MS Word, PowerPoint, Excel

PROJECTS

Plot Twist | *Website* | *Source Code*   **HTML** | **CSS** | **JavaScript** | **Firestore**
  - o Developed full stack social platform for writing and viewing movie reviews using **HTML**, **CSS** and **JavaScript**.
  - o Integrated **Firebase Authentication** and **Firestore Database** to handle user sessions, review persistence, social features and real-time data sync, and utilized **TMDB API** to fetch and display movie metadata, posters and banners with interactive UI elements such as star ratings and editable review modals.

3 Mini Projects   *February 2024 – April 2024*
  - o Developed a **JavaFX** GUI game using **Java** to guess shapes utilizing animated visual feedback for correct/incorrect guesses, with integrated **Microsoft Access DB** for tracking/storing user guesses using **JDBC** for database connectivity and programmed shape animations and GUI controls for an interactive user experience.
  - o Developed a **JavaFX** GUI application using **Java** to manage/manipulate Normal and Priority Queues containing grade items and integrated **JSON** for importing/exporting queue data to ensure data persistence.
  - o Developed a **JavaFX** GUI application using **Java** for managing movie records with functionalities to add, delete and display records from a **Microsoft Access DB**, incorporated **JSON** file import/export and validated user inputs for data integrity and utilized a status bar and pop-up error messages for further user experience and feedback.

WORK EXPERIENCE

Ultra Maritime   **Yaphank, New York**

Heavy Magnetics Assembler   *August 2022 – Present*
  - o Conducting the assembly, disassembly and rework of various transformers based on the needs of the customer.
  - o Heavy soldering in splicing wires together, testing the transformers for turns ratio and inductance, connecting wires to terminal block in final assembly and keeping a track record of the work that is being done/completed.
  - o Reading mechanical drawings/parts list in order to appropriately conduct the assembly required, as well as performing other duties and/or learning new product assemblies as requested or directed.

Air Industries Group   **Bay Shore, New York**

Assembly Mechanic   *October 2019 – June 2022*
  - o Conducted the assembly, disassembly and rework on the Mixer and Engine Quadrant for the Sikorsky UH-60 Black Hawk Aircraft, including work with various electrical wiring, installation of bushings, bearings, rivets, sealant, sensors and links, soldering wires and reading mechanical drawings for assembly.
  - o Worked alongside Quality Control to meet their desired requirements, assisted in any projects or parts that needed to be done in a timely manner and conducted some stock room work when needed.