Esteban Charry

+1 (951) 783 - 7479 | echarry@berkeley.edu
LinkedIn | Portfolio | GitHub | Riverside, CA (willing to relocate)

Data Science graduate, specializing in elegant software solutions and machine learning, eager to bring fresh perspectives to industry challenges.

Education

University of California, Berkeley Berkeley, CA, USA
Bachelor of Arts attained in Data Science *12/2023*

- Programming Foundations, Data Structures and Algorithms, Discrete Math & Probability, Information Systems Design, Statistics, Probability & Random Processes, Principles and Techniques of Data Science

Work Experience

Instructor 2925 McMillan Ave, San Luis Obispo, CA
Grade Potential Tutoring *8/2024 – Present*
Supervisor: Mr. Ryan McCain (714-558-8867, may contact) Hours per week: 5

- Independently managed all aspects of instruction and tailored lessons to students' learning styles.
- Delivered one-on-one instruction, ensuring flexibility in teaching methods to meet academic goals and student preference.
- Implemented curated plans to enhance core skills, resulting in measurable academic improvement.

Skills

- **Programming Experience**: Python, Java (MTA Certified), HTML/CSS/Javascript/TypeScript, R
- **Tools**: Git, Linux (WSL), Machine Learning, Docker, AWS, MongoDB, Firebase, Node.js, React, REST APIs, PyTorch, Pandas, NumPy, .NET, JUnit, dplyr
- **Hardware**: Oscilloscope, Digital Multimeter, A/D and D/A Converters, Operational Amplifiers, DAQ, High/Low/Band pass Filters
- **Languages**: English (fluent), Spanish (fluent)

Projects

Gameboxd (React, Node.js, Express, MongoDB) 6/2024

- Developed a full-stack web application with user authentication, search functionality, and modern, interactive UI/UX. Integrated IGDB API for real-time game data retrieval.

Machine Learning Models (Python) 10/2023

- Implemented the perceptron algorithm, neural network, and recurrent neural network models to approximate sinusoidal functions, recognize handwritten digits, and classify natural languages. CNNs for CIFAR-10 ($> 82\%$ validation accuracy), MLP for fashion MNIST ($> 82\%$), RNN for language classification ($> 81\%$).

AI Pac-Man (Python) 1/2023

- Implemented AI techniques, including state-space search, probabilistic inference, and reinforcement learning (DFS, BFS, A*, minimax, and Bayesian inference).

2D Tile World Engine (Java) 4/2021

- Built an engine for generating random worlds, incorporating A* search for pathfinding and a structured development and testing cycle.

Gitlet (Java) 3/2021

- Developed a command-line version control system for archiving, restoring, and managing file histories and commits.

Additional Information

Microsoft Technology Associate, Solar Cup 2020 Eco-Boating Competition, Great Minds in STEM 2020 Scholar, 2020 Chevron Scholarship