

ESTEBAN CHARRY

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

EDUCATION

University of California, Berkeley
Bachelor of Arts in Data Science

Fall 2023

RELEVANT COURSEWORK

Structure and Interpretation of Computer Programs, Data Structures, Efficient Algorithms and Intractable Problems, Discrete Mathematics and Probability Theory, Designing Information Devices and Systems, Multivariable Calculus, Statistics, Probability and Random Processes

WORK EXPERIENCE

Instructor — ImmersivEducation

June 2019

- Led a session of 40 students through the fundamentals of game development and programming.
- Taught basic design principles to algorithms in creating efficient and dynamic gameplay elements.
- Implemented designs through C# in Unity engine.
- Drafted course plans and collaborated with a team of instructors to designate topic areas.

PROJECTS

AI Pac-Man – Python

January 2023

Pac-Man project using AI techniques like informed state-space search, probabilistic inference, and reinforcement learning, including DFS, BFS, A*, propositional logic, minimax and expectimax search, and Bayesian inference algorithms, Bellman updates.

Pocket Planets – Python

October 2022

Particle System simulating evolving agents in diverse ecosystems, with terrains generated using Perlin noise and agent behavior driven by probabilistic algorithms.

Voice Controlled Car – Arduino

March 2022

A voice-activated car using a Texas Instruments microcontroller and microphone to record and filter commands. The car identifies commands using singular value decomposition and principal component analysis.

2D Tile World Engine – Java

April 2021

Engine for generating and exploring random worlds using A* search for path connections and a product development cycle with testing.

Gitlet – Java

March 2021

Git-like command-line version control system for archiving directories, restoring files or commits, viewing histories, sequencing commits, and merging branches.

SKILLS

Languages: Python, Java, R, C#, C, C++, SQL, Javascript, HTML & CSS

Tools: Git, Linux (WSL), Machine Learning, Docker, Kubernetes, AWS, Firebase

Frameworks and Libraries: PyTorch, Pandas, NumPy, .NET, React, SwiftUI, UIKit, JUnit, dplyr

CERTIFICATIONS AND AWARDS

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