

# Gian Esteves

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**Summary:** New-grad software engineer pursuing backend roles in data retrieval, scraping, and analytics-oriented systems. Repeated internship experience building Python and Java internal tools, search systems, and data pipelines across Flask, Kafka, Docker, and self-hosted infrastructure.

**Programming Languages:** Python, Java, HTML, CSS, JavaScript, SQL, C#, C, MIPS Assembly

**Frameworks:** Flask, Django, NumPy, Pandas, Scikit-learn, Matplotlib, jQuery, Bootstrap

**Technologies:** Git, PostgreSQL, Docker, K8s, Proxmox, Elasticsearch, RabbitMQ, Kafka, HBase, Grafana

## EDUCATION

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**Rochester Institute of Technology**

**Rochester, NY**

*B.S. Computer Science | Presidential Scholarship*

*Aug 2020 - May 2025*

## WORK EXPERIENCE

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**Socialgist**

**Troy, MI (Remote)**

*Software Engineer Intern*

*Summer 2022, Fall 2023, Fall 2024*

- Created an internal search tool for thousands of server log files in Kibana, leveraging Python and Flask for the backend, and Elasticsearch for efficient data retrieval.
- Engineered a web video comments scraping tool capable of bypassing Cloudflare protection, utilizing Playwright in conjunction with Python.
- Used Vortex to deploy automated e-commerce crawlers to consistently monitor millions of user reviews across global content providers, parsing in thousands of reviews per execution.

## PROJECTS

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[Courtvision](#) | *Python, FastAPI, JavaScript, Pandas, spaCy*

- Built a natural-language NBA play and video search engine that translates basketball queries into structured NBA Stats API parameters and returns filtered, JSON-safe play results through a lightweight browser frontend.
- Implemented a parsing and entity-resolution layer using spaCy PhraseMatcher, RapidFuzz fallback matching, custom player/team aliases, and basketball vocabularies to identify players, opponents, actions, season types, clutch context, and assist-recipient queries.
- Engineered a FastAPI backend that orchestrates NBA Stats video requests, optional PlayByPlayV3 clock enrichment, pandas-based normalization, local filtering, warnings, and cached search engine instances.

[unibot](#) | *Python*

- Developed and self-hosted a modular Discord automation bot on a Proxmox-based home server, running in Docker with health monitoring, persistent volumes, and container rebuilds for continuous deployment.
- Integrated real-time APIs for FACEIT, ESEA, and financial data, delivering live match stats, team alerts, and market summaries through asynchronous cogs with clean, timestamp-localized embeds.
- Built community-oriented utilities including calendars, performance leaderboards, and practice analytics, enhancing team coordination and visibility across multiple competitive and personal Discord servers.

[Wordle Clone](#) | *Javascript, Python, Flask*

- Built a full-featured, browser-based recreation of Wordle with a responsive Flask + JavaScript stack supporting daily and custom challenges.
- Engineered an entropy-based AI solver achieving a 98% completion rate across the full official word list through probabilistic optimization.
- Authored detailed documentation to support long-term maintenance and feature expansion.

## HONORS / ACTIVITIES

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**RIT Presidential Scholarship**

- Recipients demonstrate exceptional academic performance and receive exemplary letters of recommendation.

**RIT Orange Counter-Strike Team Captain ([2023 National Champion](#))**

- Competed against collegiate teams nationwide for prize money, culminating in a national championship win.
- Gained professional-level esports experience and developed leadership and teamwork skills as team captain.