Eduardo Medina

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Education

Bachelors of Science - Computer Engineering	Graduation Date: May 2018
University of Texas Rio Grande Valley	Edinburg, TX

Dean's List: Spring 2016, Fall 2016

Relevant Coursework

Computer Engineering : I worked on Data Structures in C/C++, Java, Computer Networking, Oracle Databases, Computer Architecture, SQL, Operating Systems, and Computer Assembly.

Experience

University of Texas Rio Grande Valley	Edinburg, TX
- *Research Assistant*	May 2018 – August 2018

- Currently investigating a relatively new model of computation: Self-Assembly. This team studies various abstract self-assembly models and compares results to traditional computation models
- Currently working on constructing circuitry and logic gates using these various self-assembly models
- Worked with computational complexity theory in games
- Used Constraint Graph reductions and standard complexity reductions to engineer Logic Gates within the games to prove their hardness

University of Texas Rio Grande Valley	Edinburg, TX
- *Teaching Assistant/Computer Engineer Mentor*	August 2016 – May 2018

- Guided a class of more than 30 Computer Engineering Majors in their programming assignments
- Arranged meetings with students outside of the classroom to aid and strengthen understanding of C++
- Led lectures, created and administered tests, educated and supervised to over 80 Engineering majors.
- Worked with I.T., video conferences, and editing videos of lectures
- Computed and recorded grades and attendance for the professor

Trico Products	Brownsville, TX
- *Inventory Clerk*	June 2013 – August 2013

- Responsible for incoming and outgoing machines on factory floor
- Collected and recorded inventory data into a database of all machines

Skills

Programming Languages/Skills:

- Advanced: C, C++, JavaScript, Git
- Intermediate: SQL, C♯, HTML, Cascading Style Sheets, Bootstrap, jQuery, API, Ajax
- Beginner: Java

Operating Systems: Linux/Unix system, and Windows
Languages: Proficient in both English and Spanish.

Publications

Co-Author, "Tile Pattern-Building Games on a Grid are PSPACE-Complete", *Japan Conference on Discrete and Computational Geometry, Graphs, and Games*, July 2018. Publication