MAYA DIAZ HUIZAR

+1(415) 806-7925 ◊ Philadelphia, PA ◊ mayahuizar.com

huizar@seas.upenn.edu

SKILLS

Programming Languages/Frameworks: Java, C, C++, Python, JavaScript, R, CUDA, WebGPU, SystemVerilog

Skills: GPU Programming, ISAs, VLSI, SPICE, AWS (S3, EC2), Blender, Maya

Soft Skills: Teaching, Communication, Project Management, Leading Cross-Functional Teams

EDUCATION

University of Pennsylvania, Philadelphia, PA   Expected May 2026
Accelerated Master's Program
Bachelor of Science in Engineering in Computer Engineering and Mathematics: (Cumulative GPA: 3.35)
Master of Science in Engineering in Computer and Information Science (Cumulative GPA: 3.94)
Relevant Coursework:
- **Computer Science:** Operating Systems, Compilers, GPU Programming, Advanced 3D Modeling
- **Computer Engineering:** Computer Organization and Design, Embedded Systems

EXPERIENCE

Head Teaching Assistant, Computer Architecture (Aug 2024 - Dec 2024) & Operating Systems (Dec 2024 - present)
University of Pennsylvania   *Philadelphia, PA*

- Conducted weekly office hours and recitations to support student learning, groups of 10-20.
- Assisted in creating homeworks, exams, and project specifications, wrote autograders and test cases.

Course Design Assistant, GPU Programming for Machine Learning   Oct 2024 - present
University of Pennsylvania   *Philadelphia, PA*

- Assisted in designing course curriculum, and developing assignments.

Intern   Jun 2019 - Aug 2022
Breakthrough San Francisco   *San Francisco, CA*

- Taught computer science and mathematics to middle school students, groups of 10-20.
- Communicated technical details to non-technical audience, assisted teachers and mentored high school students.

PROJECTS

WebGPU Path Tracer + NPR Stylizer + Cloth Simulation   Fall 2024
Developed a WebGPU-based path tracer with non-photorealistic rendering and cloth simulation using WGSL and TypeScript. Inspired by recent SIGGRAPH research; integrated BVH acceleration and scene loading. Live demo: GitHub.

MNYY Search   Fall 2024
Built complete search engine system including crawler (1M+ pages), indexer, and frontend. Designed scalable (KVS) and Flame worker coordinator system enabling distributed sharding, deployed and tested on AWS infrastructure

EXTRACURRICULAR ACTIVITIES & LEADERSHIP

Penn Aerospace Club (Airbrakes Team)   Sep 2022 - Sep 2023

- Developed flight control systems using C, ran simulations of systems to ensure robustness
- Worked closely with structural engineers for continuous integration, wrote documentation.

University of Pennsylvania oSTEM (Treasurer)   Sep 2023 - Present

- Managed budget of $14,000+ for events, coordinated events between 4+ teams.