David Omar **Flores Chávez**

COMPUTER SCIENCE AND ENGINEERING STUDENT

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«Until you value yourself, you will not value your time.
Until you value your time, you will not do anything with it.»
— Morgan Scott Peck

Education

ESCOM (Escuela Superior de Cómputo) *Mexico City, Mexico*

B.E. IN COMPUTER SYSTEMS *Aug. 2016 - PRESENT*

Experience

ViaRE is a Real Emulator *Mexico City, Mexico*

PROCEDURALLY GENERATED GAME THAT EMULATES HUMAN LIFE IN EARTH-LIKE PLANETS *Mar. 2018 - Present*

- Developed earth-like planets procedural generator
- Designed the mathematical functions that describe population dynamics in different periods

libdaque *Mexico City, Mexico*

DLANG PACKAGE OF PROCEDURAL GENERATION TOOLS TO HELP GAME DEVELOPERS IN D *Aug. 2018 - Present*

- Wrote testing framework for inner use
- Wrote unit tests for math submodules
- Set CI/CD pipelines in CircleCI

Writing

The Quantum Undergrad *Mexico City, Mexico*

AVAILABLE FOR FREE AT THEQUANTUMUNDERGRAD.ME *May 2018 - PRESENT*

- Online series of articles to teach quantum computing at an undergraduate level
- Highlights the underlying connections between mathematics, physics, and computation

Generative Mistakes *Mexico City, Mexico*

AVAILABLE FOR FREE AT DAVIDOMAR.ME/GENERATIVE-MISTAKES *Aug. 2018 - PRESENT*

- Blog about experiments on generative artwork

Courses

Quantum computing & information *Mexico City, Mexico*

LECTURES BY CHRISTIAN AVILA, CIC PHD *Feb. 2018 - Dec. 2018*