



Hernaldo Jesús Henríquez Núñez

Focus: General TD, Technical Artist, Graphics Programmer, SW Engineer or R&D

Education

M. Sc., Visualization May 2021
Texas A&M University. TX, USA. (Expected)

B. Sc., Computer Science Sep 2015
Pontificia Universidad Católica de Chile. Santiago, Chile.
(Ingeniería Civil en Computación)

Exchange Student, Computer Science Spring 2013
The University of Texas at Austin. TX, USA.

Work Experience

Full Stack Developer Mar - July 2018
Papinotas. Santiago, Chile.

Papinotas is a web app for schools. I developed a new module for attendance statistics and designed a new module for grading, using Ruby on Rails and React.

Software Engineer Oct 2016 - Feb 2018
Magnet. Santiago, Chile.


- I developed a Django (Python) app that showed statistics of potential risks of financial clients
- And worked in designing and developing a new app in Odoo (Python) for a big company that imported products from several countries and sold thousands of products in many cities. The app managed all the operations of the company.

Software Engineering Intern Jan - Feb 2015
GoPlaceIt. Santiago, Chile.

I created a Ruby On Rails app that generates automatic reports about real estate statistics using a large database with information from different countries in Latin America.

Updated on Dec 29, 2020

Contact

 website: hernaldo.me
linkedin.com/in/hernaldo-henriquez

Skills

Programming Languages:

Advanced: Python

Intermediate: Javascript, Ruby, HTML, SQL, C++

Previous experience: Java, C#

Software and Technologies:

Git | Unreal Engine 4 | Unity | Maya |
PyQt | Substance Painter | Photoshop |
Blender | Motion Capture (Opti Track)

Operating Systems:

Linux, Windows, Mac

Languages:

Spanish (Native)

English (Professional proficiency)

Interests

Programming | Video Games |
Computer Graphics | Animation |
Creative Entertainment | Computer
Vision | Machine Learning | Artificial
Intelligence

Associations

GRIMA – (Group for Machine Learning
at PUC Chile)

TAMU ACM SIGGRAPH

Academia

Graduate Teaching Assistant

Sep 2019 - now

Texas A&M University. TX, USA

Sept. 2020: VIST270 (Computation for Visualization) - I help students with the basics of Linux/Unix, Python and OpenGL.

Sept. 2019 - May 2020: VIST305/405 (Interactive Design Studio) - I help students with principles of Design, especially designing UI/UX for web and mobile applications.

Research Scholar

Jan - Mar 2016

Texas A&M University. TX, USA

Developed an image recognition prototype for Research in Agriculture using Python and Android. Also developed a voice command recognition prototype.

Research Assistant

Aug - Dec 2014

Pontificia Universidad Católica de Chile. Santiago, Chile.

- I assisted a team of Psychology researchers with technical issues using an Opti Track Motion Capture system and using Linux and Virtual Machines.
- I also used, maintained, and improved a 3D graphics software written in Python and PyQt, that processed information from the Motion Capture system.

Teaching Assistant

Sep - Dec 2012

Pontificia Universidad Católica de Chile. Santiago, Chile.

- Helped around thirty freshman students to learn Java in a Computer Lab 3 hours per week.
- Evaluated Java projects from the students.

Awards

Short-Term Research Abroad Scholarship

Jan - Mar 2016

Based on best Research background inside the School of Engineering at Pontificia Universidad Católica de Chile to travel to Texas A&M.

Best in Graduate Research - The Vizzie Awards VIZAGOGO 27

Oct 2020

Our project was chosen best in that category for the academic year 2019-2020 inside the Department of Visualization at Texas A&M. We were 4 people and worked on a prototype that showed weather data in a Virtual 3D Environment using Virtual Reality in Unreal Engine.

Relevant Coursework

- | | |
|---------------------------------------|------------------------------|
| - Computer Graphics | - Life Drawing |
| - Software Engineering | - Color Theory |
| - Pattern Recognition | - 3D Animation and Modeling |
| - Image Synthesis | - Virtual Reality |
| - Physically Based Modeling (audited) | - Human Computer Interaction |
| | - Time-Based Media |

Research Experience

2.5+ years in projects about:

- Computer Vision
- Machine Learning – Optimization
- Motion Capture
- VR
- Robotics