



Hernaldo Jesús Henríquez Núñez

I am Computer Scientist with a focus in Computer Graphics. I consider myself a life-long learner, always seeking for chances to create, research and design new things and I'm more generalized than specialized to only one area. I try to have a service attitude, believing that helping each other out is the way to grow.

Professional Experience

UI Game Developer | Dec 2022 - June 2024

Globant (Electronic Arts). Viña del Mar, Chile. (Remote)

Worked in the Madden NFL team from EA Sports.

- Implemented UI through code using ActionScript and C++.
- Developed for PC and consoles with a client-server network architecture and MVC pattern. It was a large project with hundreds of developers. And the games have been played by millions of people.
- Fixed bugs
- Helped other engineers working as a team
- Communicated with other engineers, visual and game designers, project managers and producers to collaborate as a team
- Documented parts of our components library and UI workflow

Full Stack Developer | Mar - July 2018

Papinotas. Santiago, Chile.

Papinotas is a web app for schools. Developed a module for attendance statistics and designed a module for grading. Used Ruby on Rails and React (JavaScript).

Software Engineer | Oct 2016 - Feb 2018

Magnet. Santiago, Chile.

Developed and designed web apps for enterprises using Python and JavaScript (Django and Odoo ERP). Including all operations of retail and risk management.

Android Developer | Sep 2015 - Nov 2015

R:Solver. Santiago, Chile.


Developed an Android app that monitors mining truck load from sensors and a stock management app.

Software Engineering Intern | Jan - Feb 2015

GoPlaceIt. Santiago, Chile.

Created a Ruby On Rails app that generates reports with statistics about real estate using a large database with GIS as input.

Contact

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[linkedin.com/in/hernaldo-henriquez](https://www.linkedin.com/in/hernaldo-henriquez)

Education

M. Sc., Visualization (Computer Graphics) | 2021

Texas A&M University. TX, USA.

B. Sc. in Eng., Computer Science | 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.

Skills

Programming Languages:

Advanced: Python (6y)

Intermediate: C++ (2y), JavaScript (4y), HTML (4y), ActionScript (1y)

Previous experience: Ruby (2y), Java (1.5y), C# (1.5y), SQL (3y)

Software and Technologies:

Git | OpenGL | Unreal Engine 4 | Unity | Maya | Houdini | Motion Builder | GLSL | three.js | Rails | Django | React | RenderMan | PyQt | Substance Painter | Photoshop | Blender | Motion Capture (Opti Track)

Operating Systems:

Linux, Windows, Mac

Languages:

Spanish (Native)

English (Professional proficiency)

Academia

Graduate Teaching Assistant | Sep 2019 - May 2021

Texas A&M University. TX, USA

- VIST370 (Interactive Virtual Environments) | Jan - May 2021:

Helped students with AR and VR design and development.

- VIST270 (Computation for Visualization) | Sept - Dec 2020:

Helped students learn Python, OpenGL and Linux.

- VIST305/405 (Interactive Design Studio) | Sept 2019 - May 2020:

Helped students with UI/UX design and programming for web and mobile apps.

Research Scholar | Jan - Mar 2016

Texas A&M University. TX, USA

- Developed an image recognition prototype for Research in Agriculture using Python, OpenCV and Android.

- Developed a voice commands recognition prototype.

Research Assistant | Aug - Dec 2014

Pontificia Universidad Católica de Chile. Santiago, Chile

- Assisted a team of Psychology researchers with technical issues using an Opti Track Motion Capture system, Linux and Virtual Machines.

- Used, maintained, and improved a custom 3D graphics software written in Python, OpenGL and PyQt, that displayed the animations from Motion Capture and processed the motion data.

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

Best in Graduate Research - The Vizzie Awards VIZAGOGO 27

| Oct 2020

Department of Visualization at Texas A&M

Created a VR prototype of weather data visualization with Unreal Engine 4 in a group of 4 people.

Short-Term Research Abroad Scholarship | Jan - Mar 2016

School of Engineering at Pontificia Universidad Católica de Chile

Covered all expenses and travel for 2 months of research abroad in the US (at Texas A&M). Worked in prototype apps for research in Agriculture using image and voice recognition. Granted to about 10 students from the entire school that year.

Relevant Coursework

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| - Computer Graphics (undergrad and grad) | - Life Drawing |
| - Software Engineering | - Color Theory |
| - Web technologies | - 3D Animation and Modeling |
| - Data Bases | - Virtual Reality |
| - Pattern Recognition | - Human Computer Interaction |
| - Distributed Systems | - Time-Based Media Image Synthesis |
| | - Physically Based Modeling (audited) |

Research Experience

3+ years in projects about:

- Computer Graphics
- Virtual Reality
- Motion Capture
- Computer Vision
- Machine Learning / Optimization
- Robotics

Associations

- GRIMA (Group for Machine Learning at PUC Chile)
- TAMU ACM SIGGRAPH