

HERNALDO JESÚS HENRÍQUEZ NÚÑEZ

Education

M.Sc., Visualization
Texas A&M University, TX, USA.

May 2021 (Expected)



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

September 2015



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

Spring 2013



Experience

Full Stack Developer
Papinotas, Santiago, Chile.

Mar - July 2018 (5 months)



- Developed modules for school attendance stats and grades in React and Ruby On Rails.

Software Engineer
Magnet SPA, Santiago, Chile.

Oct 2016 - Feb 2018 (1 year 5 months)

- One month developing an Android app for taking pictures and videos and uploading them to a server.
- Six months developing a web app for large businesses' data gathering and processing using Python with Django. For example, automatic risk evaluation.
- The rest of the time designing and developing the ERP for a big company from scratch, using Python with Odoo ERP.



Research Scholar
Texas A&M University, TX, USA.

Jan – Mar 2016 (2 months)

Department of Computer Science & Engineering.

Advised by prof. Bruce Gooch (Ph.D. University of Utah),

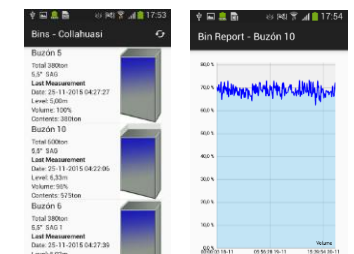
- Developed an image classification app in Python and integrated it into an Android app. Also integrated voice command recognition. <http://aggiecv.blogspot.com>



Part Time Software Engineer
RSolver, Santiago, Chile.

Sep – Dec 2015 (3 months)

- Developed an Android app for stock management and another one for real-time monitoring that included reports with graphs.
- Worked full-time Monday through Wednesday.



Software Engineering Intern
Goplacit, Santiago, Chile.

Jan – Feb 2015 (2 months)

- Developed a Ruby On Rails app that generates reports about real estate using a large database with information from different countries in Latin America.



Skills

Programming Languages, APIs and Frameworks:

- Advanced: Python
- Intermediate: Javascript, Ruby on Rails, HTML, SQL, C++, Java, C#, OpenGL, OpenCV
- Previous experience: React, MATLAB, Android

Software and Technologies:

Linux, Windows, Mac, GIT, Unreal Engine 4, Unity, Maya, Substance Painter, Adobe Photoshop, Blender and Motion Capture (Opti Track - Motive)

Languages:

Spanish (Native)

English (Professional proficiency)

Extra-Curricular & Research Activities

Graduate Teaching Assistant - UX / UI / Interaction Design
Department of Visualization, Texas A&M University, TX, USA.

Sep 2019 – May 2020 (8 months ~ 7hr/wk)

- Students with focus on interactive design have a semester long project in groups and I help them with design and coding, and I get to learn a lot about communicating with people from disciplines different than mine.

Undergraduate Research - Machine Learning & Performance Optimization
Pontificia Universidad Católica de Chile (PUC), Santiago, Chile.

Mar – Jul 2015 (4 months ~ 9 hr/wk)

Aug – Dec 2014 (5 months ~ 6 hr/wk)

- Research in scene recognition using images and Sparse Coding. As well as performance optimization for efficient processing using Google's hashing algorithm WTA (approximates dot products).

Research Assistant - Motion Capture

Aug – Dec 2014 (5 months ~ 6 hr/wk)

Psychology Department, PUC, Santiago, Chile.

- I had to assist a team of psychology researchers with technical issues, and had to use, maintain and improve a 3D animation software that used Python, PyQt & OpenGL, and processed information from an OptiTrack motion capture system. The team used that to research about human behavior and coordination in conversations.
- This was a project funded by the National Commission for Scientific and Technological Research of Chile (the most important science institution in Chile) and was awarded more than \$160,000 USD (Fondecyt 1141136).

Part Time Full Stack Developer - Web Apps

Sep – Oct 2013 (2 months ~ 4 hr/wk)

ClipLabs, Santiago, Chile.

- Developed a web app in Ruby on Rails for managing a bike store.
- ClipLabs was a startup created on September 2013 with a team of four students.

Undergraduate Research - Robotics

The University of Texas at Austin (UT), TX, USA

Jan – May 2013 (4 months ~ 9 hr/wk)

- Research about Visual Navigation for robots. We read one paper per week.
- Tested a Visual Odometry library in a robot with a Kinect sensor and ROS software.

Teaching Assistant - Introduction to Programming

Sep – Dec 2012 (4 months ~ 5 hr/wk)

PUC, Santiago, Chile.

- Me and another TA helped around thirty freshman students, to learn programming using Java, in a computer lab 3 hours per week.
- Evaluated their final project.

Undergraduate Research - Computer Vision

Mar – Jul 2012 (5 months ~ 6 hr/wk)

PUC, Santiago, Chile.

- Research on how to detect features in images. These features are used for localization in robots (Visual SLAM).

Honors & Awards

Short-Term Research Scholarship
Pontificia Universidad Católica de Chile

Jan 2016

- Awarded a full scholarship to do a research internship at Texas A&M University for 2 months. Only 5 people from the School of Engineering were selected that year and the criteria was the best undergraduate research background.

Involvement

Member of ACM SIGGRAPH Group at Texas A&M University (Since Spring 2020)
Member of GRIMA (Machine Learning Group) at PUC (1'2012, 2'2014 - 1'2015)

Volunteer Work

Summer Camp Worker Jan – Feb 2011 (2 months)
Word of Life, Guanacaste, Costa Rica
Worked in a Christian summer camp for teenagers organized by an international organization. I worked as cook, multimedia assistant and construction worker in the camp located in the Costa Rican jungle.



Relevant Coursework

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| • Artificial Intelligence | • Design and Analysis of Algorithms | • Life Drawing |
| • Robotics | • Distributed Systems | • Pattern Recognition |
| • Computer Animation | • Evolutionary Computation | • Software Engineering |
| • Computer Graphics | • Human Computer Interaction | • Color Theory |
| • Data Structures and Algorithms | • Image Processing | • 3D Animation and Modeling |
| | | • Virtual Reality |
| | | • Image Synthesis |
| | | • Time-Based Media |