# 1 Philosophy

Philosophy of learning

Philosophy of teaching

Philosophy of

What am I

What matters to me

Plans for the future

# 2 Interests

I earned my master’s degree from the University of Texas at El Paso in 2018. Since then, due to some family complications, I’ve been working on my family’s business which involve managing and maintaining a few online stores while on the side working on some projects and ideas.

I am a trained Software Engineer therefore most of my interests are in coding and overall new tools to facilitate switching an idea into code. What specially interest me is the security aspect of programming, it is extremely easy to disregard this aspect of software, specially when clients tend to ignore the implications of having a vulnerable system. For the most part, it is not their fault since the clients tend to be non-technical and are mostly interested in a working product rather than a secure one.

Another big interest is in Artificial Intelligence and more specifically in the moral aspect of it. More and more devices are making important choices on their own, and some of these choices could potentially require an extensive knowledge in moral philosophy. Simple day to day decisions can lead to an extremely difficult moral decision that we need to make sure the AI is prepared for. This is another reason why Cyber Security is so important.

As for non-technical interests, I also play piano and guitar on my free time. After a good day of coding I haven't been able to find a more soothing exercise than to get lost on my music and just play.

# 3 Education and Training

Graduated from the University of Texas at El Paso (UTEP) on Dec 2018 with my master’s degree in Software Engineering with Concentration in Cyber-Secure Systems under the guidance of Dr. Salamah Salamah in 2018. Also holds a bachelor’s degree on Computer Science with a minor in Mathematics on 2016 under the Guidance of Dr. Ann Gates.

Some of my training include an internship on the Cyber-Security team on City Of El Paso IT Department under the guidance or Ernesto Arriola.

* M.S. in Software Engineering with a Concentration in Secure Cyber-Systems
  + University of Texas at El Paso (UTEP) Awarder Awarded: Dec. 2018
  + GPA: 3.2/4.0
* B.S. in Computer Science with a Minor in Mathematics
  + University of Texas at El Paso (UTEP) Awarded: May 2016
  + GPA: 2.8
* Associate of Arts
  + El Paso Community College (EPCC) Dec 1, 2012

# 4 Current Projects

This section includes some of the projects I've been working on as well as some past projects.

## 4.1 Face Recognition Project

This is a website that lets you input an image and helps you identify the faces in that image using the CLARIFAI API. It also lets you create a profile to keep count of the number of images you have input in the system.

The Front End was created with HTML5 and CSS3 using the REACT web framework.

The Back End was created using NODE.js and EXPRESS.js for the servers and it is also connected to a PostgreSQL database for keeping the profiles saved.

<image>

Website: https://da-smart-brain.herokuapp.com/

## 4.2 GuitarCat Mobile Game

This is a fun Mobile game I’ve been working on about a cat that shoots musical notes to destroy aliens. It entails most of my interests including pets, which I have way too many according to some, music and cosmic mysteries.

The game was developed with C# on UNITY 3D using pixel art.

<image>

Available soon on Google Play

## 4.3 Natural Selection Mobile Game

I am working on a mobile app designed to teach Darwinian Natural Selection in a fun way. The app will have you operating Nature as the main character and its objective is to eliminate the organisms that will keep popping up on the field. As the game progresses more and more defining aspects of Natural Selection will become apparent.

I believe Darwinian Natural Selection can be a difficult topic to teach specially with all the misinformation that surrounds it. The goal of the game is to explain some of the less intuitive aspects as well as showing the player how hard it is to eradicate living organisms when they evolve and adjust to the environment.

The game is still in the planning phase. Will post updates as possible.

# 5 Tutorials

This section is dedicated to teaching some of the things I’ve learned throughout my years in Computer Science as well as some interesting things that I am passionate about that I deem useful enough to teach.

## 5.1 Programming Tutorials

Coming soon...

## 5.2 Other Tutorials

Coming soon...