Luis G. Rivera González

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Education

University of Puerto Rico, Mayaguez Campus (UPRM)	Expected Graduation: May 2020
Bachelor of Science in Computer Engineering	GPA: 3.02/4.00

Relevant Courses: Data Structures, Advanced Programming, Computing Fundamentals, Programming Languages, Software Engineering, Creative Problem Solving, Logic Circuits, Electronics I, Digital Electronics, Microprocessors I.

Work Experience

Artificial Intelligence Research Group – UPRM   *Aug. 2017 - Present*

Research Member

- Developed and redesigned a Convolutional Neural Network using the VGG19 architecture in Tensor Flow to classify images in order to extract features for content and style from different input images and applying one to the other.

- Developed and redesigned a feature-set class in order to read all the images given as features and return numpy arrays of the data collected after each batch of training. Dividing them in features and labels.

Multiple Services Office - UPRM   *Aug. 2016 – June 2017*

Technical Service Assistant

- Staff member at the computer center in the University of Puerto Rico, keeping registry and aiding over 50 students with their work a day.

- In charge of inspecting and debugging any problems computers may have in order to provide the best experience to the students that visit and keep them up to date.

Extracurricular Activities

Society of Hispanic Professional Engineers (SHPE)   *Aug. 2014 – Dec. 2015*

InternSHPE Manager Liaison

- Support the InternSHPE Program Manager and six other Interns by mentoring and keeping constant reports about their progress, and helping them develop a variety of projects to expand the new organization.

Support Team member and Champions member

- Organized, supported and created logistic strategies in activities that SHPE provides to its members in order to help companies, achieving positive feedback in all of these.

- Successfully recruited over 25 members in less than a week by performing strategic consulting and social media campaigns.

Course and Personal Projects

- **Restaurant Simulator (Java)** - Developed a restaurant simulator with four different serving approaches each with different data structures in order to tell which one was better at serving customers given each trade-off.

- **World Trivia Game (Java)** - Developed and documented a Flag Trivia game.

- **Domino Game (Java) -** Developed and documented a single player domino game using Java swing GUI.

- **Galaga (Java)** - Developed and documented a partially complete Galaga game implementing images, obstacles, platforms and objects with border collision.

- **Minesweeper Game (Java)** - Developed and documented a Minesweeper game using Java Swing GUI.

Skills

- C/C++ programming (proficient)	- Java programming (intermediate)
- Python Development (proficient)	- Bilingual (Spanish and English)