

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, Senior	GPA: 3.02/4.00

Relevant Courses: Data Structures, Computer Architecture, Discrete Mathematics, Programming Languages, Software Engineering, Creative Problem Solving, Database, Analysis and Design of Algorithms, Operating Systems.

Work Experience

Artificial Intelligence Research Group – UPRM	Aug. 2017 – Oct. 2018
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Research Member

- Developed and redesigned a Convolutional Neural Network using the VGG19 architecture with Tensor Flow to create filter responses and use them to transfer style of an image into the content of another.
- Researched the many concepts, implementations, and concepts of machine learning in order to execute task above by implementing and learning different important machine learning algorithms like splitting data, using the TensorFlow framework, reducing loss, among others.

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-UPRM)	Aug. 2014 – Dec. 2015
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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.

Personal and Course Projects

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- **Social App Database (SQL/Python/HTML/CSS/TS/JS)** – Implemented an SQL Database in order to create an application with a User Interface backed by the database representing a Social Networking app.
 - **Restaurant Simulator (Java)** - Developed a restaurant simulator with 4 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.
 - **Minesweeper Game (Java)** - Developed and documented a Minesweeper game using Java Swing GUI.

Technical Skills

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| ▪ SQL/PSQL (intermediate) | ▪ HTML/CSS/Angular (basic) |
| ▪ Python/Java/C (intermediate) | ▪ Bilingual (Spanish and English) |