

## Education

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2014-2018 University of Calgary:

Honours Bachelor of Science in Computer Science with a minor in pure mathematics

## Skills

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- Wide knowledge of mathematics and programming.
- Highly experienced with C/C++, Java, Python, experienced with Haskell, Typescript, Prolog.
- Very experienced with OpenGL and graphics programming, knowledge of robotics and embedded systems.

## Work Experience

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### University of Calgary: Researcher

**June-August 2017**

Conducted paid research on convolutional neural networks for real time text localization on natural images under Dr. Mozdeh Shahbazi at the Geomatics Engineering Department.

### Lycee Francais Louis Pasteur: Tutor

**January-April 2015**

Tutored students in mathematics, including calculus and algebra in both french and english.

### Colombian Government: Volunteer

**September-May 2013**

Volunteered to help under-privileged children in Colombia for 9 months. Worked as part of a team to organize activities and collect funds, clothes, food and other resources to provide help to families affected by poverty.

### Additional Experience:

**September 2017-April 2018**

Conducted self directed research about mutli-resolution schemes for elliptical manifolds under Dr. Faramarz Samavati at the Department of Computer Science as part of a two term course.

## Other Skills

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### Computer Hardware literate:

I have built multiple computers, as both a hobby and for my supervisors during my research.

### Languages:

Fully fluent and certified in English, Spanish, French. Basic understanding of spoken and written Japanese.

## Hobbies

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I enjoy programming on my free time, I am currently attempting to implement a game engine from scratch using modern scientific papers. I have also published a VS code extension. In addition I enjoy reading, learning about foreign history and cultures, video games and asian calligraphy.