

Alejandro Huerta

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Education

Bachelor of Science in Computer Science
University of Texas Rio Grande Valley
Edinburg, TX, 78539
Expected Graduation: Dec 2016

Work Experience

University of Texas Rio Grande Valley,
Edinburg, TX
Computer Assistant
January 2014 to May 2014,
September 2015 to current

- Maintained and supported PCs in the engineering department

University of Texas Rio Grande Valley,
Edinburg, TX
Research Assistant
June 2014 to May 2015

- Researched and developed algorithms in the field of algorithmic tile self assembly
- Worked in a team to produce two published research papers and simulator software

University of Maryland — College Park,
College Park, MD
Undergraduate Research
June 2015 to August 2015

- Studied and implemented various AI techniques to play a probability based board game

EDrivingCourse.com, McAllen, TX
Full-Stack Web Developer
December 2015 to current

- Worked in a team to produce web application using AngularJS and Laravel

Publications

Strict Self-Assembly of Fractals Using Multiple Hands, Algorithmica, July 2015
<http://alexhuerta.me/fractals>
Flipping Tiles: Concentration Independent Coin Flips in Tile Self-Assembly
<http://alexhuerta.me/flipping>

Links

GitHub: <https://github.com/ahuerta0686>
Website: <http://alexhuerta.me/>

Extracurricular

Association for Computing Machinery,
UTPA / UTRGV Student Chapter
Event Coordinator
May 2014 to April 2016
President
May 2016 to current

- Organized socials and CSSRD, an event dedicated to student projects / research
- Website: <http://acmutrgv.org>

Hack and Make Creative Coalition,
UTRGV Hackathon Club
President / Co-founder
January 2015 to April 2016

- Organized trips to hackathons in Texas and hosted technical workshops
- Website: <http://utrgvhacks.org>

Other Skills

Programming Language Experience

C++ / C	JS	Python
Java	PHP	

Projects

VersaTILE Self-Assembly Simulator
Contributions: Model simulation
<https://github.com/ericmichael/polyomino>

Can't Stop with AI Players
Contributions: Graphical, game logic, AI
<https://github.com/khaptontall/Cant-Stop>

Strategy in Card Drafting Games
Senior Project, card game AI
<https://github.com/ahuerta0686/cardapp>

Expo-Dyte
Streamlined hackathon judging
<http://devpost.com/software/expo-dyte>