

CAREER PROFILE

I'm looking to tell a story. I spent my time learning the details, practicing the implementations, leading groups and teaching the youth. It's about time I packed up my knowledge and made something worth showing. My name is Luis Martinez and I'm a code artisan.

Before you leave, please allow my experiences and public works reveal myself. I've chosen a few of my volunteering efforts to show you what interests me. Coinciding with my efforts are projects that will bring to light not only what I can do, but just as important, what I like to do. I'd like to tell you about myself with each of my projects little by little; my motivations will be revealed through my works. If you're solely interested in my skillset, you can find that at the bottom of the page. Thank you!

EXPERIENCES

Lead for ICPC

September 2016 - Present

University of Texas Rio Grande Valley

What I do with this group is garner those who are interested in solving complex programming problems under heavy constraints and have us do just that. We meet every Friday to discuss high level problems in detail, if you'd like to see the problems we solve, take a look here! I take this as an opportunity not only to learn high level material, but also to learn how to gather, lead, and teach people. I've learned how to teach low level material, this is my practice in teaching high level material.

Game-Development Lead

Fall 2014 - Present

University of Texas Rio Grande Valley

My college has always had someone or some people interested in having a game development club of sorts. It never took off, that is until I decided to try to lead that. I can't say we did the best thing possible, but we didn't fail. I was able to amass about 30 students together and have us organize ourselves into revolving groups throughout a semester. With Luis Lopez's help, we got everyone started, taught them in detail the bare bones to making a game. From there, we let the teams decide what to make and we helped at every stage. By the end of it all, we had about 8 games with 5 presentations given at our local ACM chapter.

I'm currently doing this again, I have everyone meet twice a week (Fri & Sat) to learn/program. Currently there are about 20 people not only participating, but creating small video games. I've learned a great wealth about maintaining software teams working on projects. I'm currently adapting to try out other methods of project management, such as the Agile methodology.

Vice President - The Association for Computing Machinery

Spring 2015

University of Texas Rio Grande Valley

After being gamedev lead for a semester, I was voted into being the Vice president of my local ACM chapter. While in position, I made big changes and reforms. I introduced bi-weekly student lead talks/discussions, we had about 6 discussions on various talks throughout the semester. As well, I brought in high level presentations by guest speakers for our general meetings, professors, students, and professionals in the field were brought in to give high level presentations on various topics furthering our members' knowledge of the field.

Student Teacher

Summer 2014

University of Texas Rio Grande Valley

Self lead initiative to teach Computer science to high school students. I come from the most southern part of Texas; 25 miles North of Mexico. The schools here only recently started offering computer science courses. UIL competitions revealed to me a few things, I was regional champion for 3 years, but always placed near last in state competition. The level of Computer science education in my area was non-existent, I was fortunate to be in the one school that did have a CS class. In effort to help change this, a great friend Luis Lopez and I talked to our college dean(Dr. Chen) to create a free class aimed at high school students. We ended up teaching about 25 students CS1, CS2, and some CS3 material (Data structures/Algorithms!), and they paid no tuition. Having kept up with a few of them, most are at the top of their classes now, and one student in particular interned at Facebook the summer after.


SKILLS & PROFICIENCY

Python	<div><div></div></div>
HTML5 & CSS	<div><div></div></div>
Java	<div><div></div></div>
Javascript	<div><div></div></div>
C++	<div><div></div></div>
Unity	<div><div></div></div>



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EDUCATION

Student of Computer Science

University of Texas Rio Grande Valley
Current

RELEVANT COURSEWORK

Artificial Intelligence

Data Structure Analysis and Design

Data Structures and Algorithms

Databases

Internet Programming

Machine Learning

LANGUAGES

English (Native)

Spanish (Fluent)

INTERESTS

Gaming

Brazilian Jiu-Jitsu

Cooking