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Luis Martinez – Software Engineer

- Coached developers on game development and software engineering techniques
- Participated in countless game jams

Education

Computer Science - University of Texas Rio Grande Valley, TX

- Courses – Artificial Intelligence, Data Structure Analysis and Design, Data Structures and Algorithms, Internet Programming, Machine learning
- ACM International Collegiate Programming Contest – Organized group for competition in ICPC, competitive programming contest
- Game Development Lead and Mentor – Created game-dev club, brought beginners in and pushed more experienced members to finishing games together.
- Vice President of ACM – Was voted into leadership of ACM after being GameDev Lead. Organized student-led open discussions with an emphasis on academic rigor. Brought in speakers from the Computer Science field and academic world for presentations.
- Engineering Mentor - Mentored high school students in designing their own VexIQ robots and coached teams during competition. When not a coach, refereed the individual competitive events and did miscellaneous tasks for TMAC such as disassembling robots.
- Coordinator/Judge/Mentor – Assisted local programming contests at UTRGV, format being same as ICPC. Gave pre examination guidance on topics upcoming. Students take a written exam and participate in a team based programming activity. Added a lecture before and after the event to boost morale of the students into furthering their education after highschool

Skills / Tools

- Programming Language – Java, Gdscript, C#, C++, Haskell, JavaScript, HTML, CSS, LUA, Python, GLSL
- Concepts – A*, LPA*, HAA*, Flow-field vectors with D*-lite optimization, procedural generation, audio-waveform analysis, markov-chain based AI (decision trees/graphs), gpu programming with shaders (GLSL)
- Game Development – Godot, LWJGL, slick2d, Unity

Experience

Forged Technology Solutions, TX
Printer Tech
June 2017 – Present

- Conduct printer installations and provide servicing/maintenance for clients

University of Texas Rio Grande Valley, TX
Student Teacher
June 2014 – August 2014

- Taught high school students computer science from beginner to competition ready
- Topics going as far as mid level degree topics such as algorithms and data structure implementations