Orlando Aguilar Vivanco

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Summary

Developer of videogame in Unity 3D. Programmer with expertise in computer vision, image processing and game development. Leader and designer of several projects, including two interactive books (2D and 3D)

Skills

Programming languages: C/C++, Java, C#, GLSL,

BennuGD, Latex, Lua

Database: MySQL

Software: Visual Studio, Eclipse, Matlab, Office,

Blender, Unity3D, Git, Gimp 2

API: OpenGl, SDL, Android SDK, Windows Phone

SDK, OpenCV, Qt 4, Windows API, FMOD,

Chipmunk Physics, XNA, STL **SO:** Windows, Ubuntu

Languages: Spanish, English

Experience

Orly: published videogame in Google Play (4 months of development, 30 levels)

Spring 2014

SimiBot: designed and developed 3D Simulator for Robots in team of 3 people (C++, Qt)

Fall 2012

Intern in University of Guadalajara, Mexico

Relevant knowledge

AI: Pathfinding (JPS+, A*), Pattern recognition, FSM, Terrain analysis, Steering behaviors

Physics: Collision detection and response, torque

Graphics: Shader programming, Shadows, BRDF, Reflection maps, Geometry operations

Image processing: Segmentation: Otsu, Local threshold, Voronoi; Preprocessing: Operations on Fourier; Postprocessing: Polygonal approximation, Skeletonization, corners

Others: Scripting, Bézier curves, Interpolating splines

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Achievements

GPA of 4.0 in DigiPen	Currently
Presented paper entitled "Characterization of nanotube structures using digital-segmented images" in MICAI (International conference)	Nov 2014
Registration of simulator for robots	2012
Winner in Exposoftware 4 times: VII, VIII, IX and X	2008-2011

Education

M. S. in Computer Sciences	DigiPen Institute of Technology	Expected 2016
Engineer in Electronic and Computer Sciences Specialization in Image Processing Overall average 99.27% / 100%	Universidad de Guadalajara (Mexico)	2013
Windows Phone 8 certified	App University	2013
Videogames for Windows 8, a Microsoft Learning Workshop	App University	2013
Oracle Certified Professional, Java SE 6 Programmer	Oracle University	2011