

Luis A. Lopez

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EDUCATION

BS Computer Science University of Texas Rio Grande Valley 2013 - 2016

3.97 GPA

- Artificial Intelligence
- Automata
- Game Development
- Analysis and Design of Algorithms and Data Structures

EXPERIENCE

Department of Computer Science at UTRGV Research 2015 - 2016

Worked in a research group with other students and a professor. Had to dive into a large codebase. Implemented various complex software systems for a survival simulation where the player interacts with A.I. agents. Systems implemented:

- Procedural terrain generator with biomes and chunk system, *C#*
- Custom automatic, real-time serializer, *C#*
- Networked playback-save-load system between clients and server, *C#, Photon Server*
- Database management system to organize serialized data, *C#, Lua, Redis*

PROJECTS

Academic/School Projects

- "Luminescence", Python game created with other programmers and an artist
- SIC Assembler, *C++*
- Terrain generator, *Haskell*

Personal Projects

- Nybble Game Engine, made from scratch in *Python*
- Graphing calculator and Text-to-Any-Base Converter, *C++, Qt*
- Entity Component System framework with 3D rendering, *C++, OpenGL*
- "Space Justiciar" & "Kebrar", games made in *Unity*
- Donation website for a friend. Used Flask, Bootstrap, and Digital Ocean

SKILLS

Programming

- Main Languages: *C++, C#, Python*
- Unity Engine
- Frameworks & APIs: Qt, OpenGL, Photon Server
- Databases: Redis

Misc.

- Preferred OS: *Linux*
- Fluent in English & Spanish
- Strong mathematical and problem solving skills

GROUPS

Association of Computing Machinery (ACM) 2013 - 2016

Taught students topics about game development and how to create a game from scratch.

HOBBIES

Swimming, painting & drawing, yoyo-ing, gaming, programming, playing guitar