Arturo Argueta

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EDUCATION

UNIVERSITY OF NOTRE DAME
PhD in Computer Science
Expected 2019 | Notre Dame, IN

THE UNIVERSITY OF TEXAS AT EL PASO
BS in Computer Science
May 2014 | El Paso, TX
College of Engineering
Dean's List (All Semesters)
Cum. GPA: 3.84 / 4.0
Magna Cum Laude

LINKS

Github:// **aargueta2**
LinkedIn:// **Arturo Argueta**

COURSEWORK

GRADUATE
Graduate Research
Advanced Operating Systems
Natural Language Processing
Advanced Algorithms
Advanced Architecture

UNDERGRADUATE
Artificial Intelligence
Operating Systems
Algorithms
Data Structures
C Programming

SKILLS

PROGRAMMING
Over 5000 lines:
Java • CUDA C • HTML • C • MySQL
C++ • Python • LaTeX
Over 1000 lines:
• CSS • PHP
Familiar:
• Android • Assembly

LANGUAGES
Fluent:
English • German • Spanish
Working Knowledge:
French • Portuguese

EXPERIENCE

ADOBE SYSTEMS | GEM Fellow Intern at Adobe Research
May 2015 – Aug 2015 | San Francisco Bay Area, CA
- Research Intern in the Systems Technology lab mentored by Dr. Nikos Vlassis
- Conduct NLP & ML research to map Natural Language to SQL.

EXXONMOBIL CORPORATION | UIT Intern
June 2013 – Aug 2013 | Houston, TX
- Program applications involving databases & the SQL reporting services
- Program with C# and work with Infragistics, WPF, Winforms and Oracle databases

RESEARCH

NLP LAB | Research Assistant
Aug 2014 – Present | South Bend, IN
Work with Dr. David Chiang to develop faster Machine Translation applications. Different machine learning algorithms and computer architectures (such as the Xeon Phi and NVIDIA GPUs) are used for this research.

HIGH PERFORMANCE SYSTEMS LAB | Research Assistant
Jan 2012 – May 2014 | El Paso, TX
Worked with Dr. Patricia Teller to create HPC applications. Used the STAMPEDE supercomputer to analyze NVIDIA GPU's, Xeon Phi's, and Sandy Bridges

PHYSBAM GROUP AT STANFORD | Undergraduate Research Institute
May 2012 – Aug 2012 | Stanford, CA
Worked under the supervision of Dr. Ron Fedkiw and Dr. Elliot English on an Android application to simulate the interaction of rigid bodies in 3 dimensions. Java and C++ were the programming languages used to code the algorithms and OpenGL ES was used for the graphics

AWARDS

2015 GEM Fellow
2013 ExxonMobil Undergraduate Scholarship
2012 AHPCRC Undergraduate Institute award at Stanford

SOCIETIES

2012 National Association for Computing Machinery
2011 National National Society of Collegiate Scholars