Abel Jimenez

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I am currently a fourth year Computer Engineering major, passionate about engineering and computer science, with strong technical, business, and interpersonal skills for working in a team and successfully completing a project.

Previous Employment

- **UCI Applied Innovation** **Irvine**
  IT Intern *June 2016–June 2017*
  I was responsible for planning, coordinating, and executing software and hardware updates. Implemented screen controlling software for around the property, allowing for easier operation anywhere on site. Worked in teams and independently to maintain servers, computers, and LAN network.
- **Wing** **Irvine**
  AI Developer *January 2018–present*
  At Wing I researched and developed natural language processing algorithms for processing user data to predict user analytics. I also researched novel algorithms to increase performance, quality, and accuracy of models. I worked on the flagship service at Wing developing algorithms to improve ad-engagement and user transactional behavior, based on previous user data.

Education

Academic Qualifications

- **University of California Irvine** **Irvine**
  Computer Engineering *2015–current*

Notable Projects

- **Froppy: Chess AI** *'Development of a Self Taught Chess Engine'*
  I lead a team that developed a neural net chess AI. This ambitious project requires strong team-working skills, high technical ability, and self-learning in an entirely new and complex subject, all within a short time. I worked well in teams, contributing in group discussions and taking initiative to guide my members. Given the role of team leader and programmer I was responsible for designing the system architecture and ensuring all software meets specifications within the alloted time. The project was completed but due to budget restraints was never fully trained, this project is currently on hiatus until funds are allocated to train the program.
- **UCI Digital Waste Bin** *'A Project to Bring Awareness to Incorrect Disposal of Trash'*
  This project took place over a year however I was brought in a few days before the deadline to redo the front-end visuals. This project was a success and allowed for team members to meet the UCI Vice Chancellor. It is under serious consideration for expanding to new locations across University of California Irvine.
- **Lemillion** *'An AI based Education System'*
  This project is my senior design product, where I lead a team to develop a system for helping students

focus on learning. The system scans the student past work and quizzes and is able to generate personalized study guides. All students data in a class is compiled into a comprehensive report notifying the teacher where the students are struggling the most.

- **Flexible Body Sensors** *'Sensors for tracking health and body data'*

  I worked on creating a novel manufacturing method of flexible printed circuit boards. These were boards were constructed from a polymer that has self healing properties, allow itself to fuse back together under heat. Many different models were designed including, flex sensor for tracking chewing, accelerometer for tracking movement, and an electromyography for measuring muscle movement. The boards were modular ,and could be daisy chained together to create bundle of sensors.

Technical and Personal skills

- **Programming Languages:** Proficient in: C, Python, Java, Matlab, Arduino, LaTeX, Risc-V
  Also basic ability with: HTML, CSS, Javascript, System Verilog.
- **Industry Software Skills:** SolidWorks (Advanced), Eagle CAD (Advanced), Matlab (Intermediate), Pspice (Intermediate), AutoCad (Advanced), CorelDraw (Intermediate), Tensorflow (Advanced), Most MS Office products.
- **Other:** Fluent in Spanish. Proficient with 3d printers and 3d printing software. Certified in Machine and Deep learning.
- **Hobbies:** Building and writing code for 3d printers, repairing old audio electronics, and learning about machine learning.