

Education

Rice University <i>Ph.D in Computer Science</i>	Houston, TX USA <i>Aug 2019 - Present</i>
Universidad de los Andes <i>MSc in Electronic and Computer Engineering - GPA: 4.44/5.0</i> Thesis: Embeddings, connectivity and minimum spanning trees in dimensionality reduction	Bogotá, Colombia <i>March, 2011</i>
Universidad de los Andes <i>BSc Electronic Engineer - GPA: 4.16/5.0</i> Graduation project: Hardware/software implementation of Adaboost	Bogotá, Colombia <i>September, 2009</i>

Research Experience

Researcher <i>Universidad de los Andes</i>	January, 2018 - July, 2019 <i>Bogotá, Colombia</i>
<ul style="list-style-type: none">• Supervised three graduation projects of undergraduate students that involved social robots design, machine learning, natural language processing and digital system design.• Collaborated with other researchers to create a competition for students based on ROS to solve the Pac-Man game using artificial intelligence• Co-founded and lead the team SinfonIA that participated in the Home Social Standard Platform League of RoboCup in 2019	
Researcher <i>Universidad Santo Tomás</i>	January, 2014 - December, 2017 <i>Bogotá, Colombia</i>
<ul style="list-style-type: none">• Trained and tested a model capable of recognizing human emotions using multimodal signals and deep learning• Experimented with several algorithms for autonomous path planning and simultaneous localization and mapping for a home-assistant robot• Developed an environment for the validation of cooperative robot techniques• Supervised several graduation projects for undergraduate students in electronic system design, machine learning and robotics	
Team member, STOX's robot soccer team <i>Universidad Santo Tomás</i>	January, 2014 - December, 2017 <i>Bogotá, Colombia</i>
<ul style="list-style-type: none">• Obtained fourth place at RoboCup 2015• Wrote all qualification team description papers from 2014 to 2017• Developed and implemented a real-time data-driven chip kick predictor algorithm• Developed and implemented an optimization algorithm to create dynamic offensive plays	

- Developed an optimal assignment algorithm to pair agents and tasks for robotic soccer

Research assistant

January, 2011 - June, 2011

Universidad de los Andes

Bogotá, Colombia

- Developed a ranking algorithm using preference pairwise comparisons for movie ratings based on graph theory

Teaching Experience

Algorithmic Robotics (COMP 450/550)

August, 2022 - December, 2022

Teaching Assistant

Rice University, Houston TX

Algorithmic Robotics (COMP 450/550)

August, 2020 - December, 2020

Teaching Assistant

Rice University, Houston TX

Robotics, Analog Electronics

August - December, 2019

Lecturer

Universidad de los Andes, Colombia

Electronic Digital Systems, Analog Electronics

January - May, 2018

Lecturer

Universidad de los Andes, Colombia

Operating Systems

January 2014 - December 2017

Lecturer

Universidad Santo Tomás, Colombia

Artificial Intelligence

August - December, 2016

Lecturer

Universidad Santo Tomás, Colombia

Optimization, Digital Systems

August 2008 - December 2010

Teaching Assistant

Universidad de los Andes, Colombia

Working Experience

Research and development engineer

October, 2011 - July, 2012

Accelogic LLC

Sunrise, FL

- Conducted research of several state of the art topics of the company's interest, specifically in the field of high performance computing
- Involved in the design, development, benchmark, testing and documentation of the company's algorithm-based products and prototypes
- Provided technical support for a GPU/FPGA/CPU Linux-based system
- Involved in the preparation of several government funding opportunities and patents
- Proposed and implemented direct and iterative algorithms for the solution of large scale linear systems, eigenvalue problems and general matrix computations

Selected Publications

- **Quintero-Pena, C.**, Chamzas, C., Sun, Z., Unhelkar, V. and Kavraki, L.E. Human-Guided Motion Planning in Partially Observable Environments. IEEE ICRA 2022.
- Chamzas, C., **Quintero-Pena, C.**, Kingston, Z., Orthey, A., Rakita, D., Gleicher M., Toussaint, M. and Kavraki, L.E. MOTION BENCH MAKER: A Tool to Generate and Benchmark Motion Planning Datasets. IEEE Robotics and Automation Letters, November 2021.

- **Quintero-Pena, C.**, Kyriallidis, A. and Kavraki, L.E. Robust Optimization-based Motion Planning for high-DOF Robots under Sensing Uncertainty. IEEE ICRA 2021.
- Chamzas, C., Kingston, Z., **Quintero-Peña C.**, Shrivastava, A., and Kavraki, L.E. Learning Sampling Distributions Using Local 3D Workspace Decompositions for Motion Planning in High Dimensions, IEEE ICRA 2021. (Top-4 finalist for best paper in Cognitive Robotics)
- **Quintero, C.**, Uribe, R., Calderón, J., Lozano, F. Online pairwise ranking based on graph edge connectivity. In Innovations in Bio-inspired Computing and Applications, 2015.
- **Quintero, C.**, Rodríguez, S., Pérez, A., López, J., Rojas, E., Calderón, J. Learning soccer drills for the small size league of RoboCup. In Lecture Notes on Artificial Intelligence, Springer 2015.
- **Quintero, C.**, Lozano, F. Locally linear minimum spanning trees for manifold learning. In 12th International Conference on Machine Learning and Applications ICMLA 2013.

Awards, Grants & Honours

Fulbright Scholarship	2019
IEEE EVIC 2008 Student Travel Grant	2008

Skills

- Extended experience programming in C/C++, MATLAB and Python, experience programming in R, Fortran and Java
- Experience in Robotics Development Tools: ROS, Gazebo, VRep, MoveIt, Robowflex
- Extended experience in hardware description languages VHDL and Verilog for FPGA implementation
- Linux-based and Windows systems
- **Languages:** Spanish (native), English (fluent)