Emilio Lopez

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Education

Stanford University: MS in Computer Science		**Stanford, CA**
Focus: Human Computer Interaction	GPA: N/A	March 2012 – December 2012
Stanford University: BS in Computer Science		**Stanford, CA**
Focus: Human Computer Interaction	GPA: 3.7	September 2008 – June 2012

Programming Languages: C, C++, Java, HTML, CSS, JavaScript, Python, Haskell, Objective-C, Ruby
Web Application Frameworks: Ruby on Rails, Django
Mobile Application Frameworks: iOS, WebOS

Courses Taken: Object-Oriented Programming, Web Applications, iPhone Application Programming, Introduction to Human-Computer Interaction, Introduction to Computer Graphics and Imaging, Human-Computer Interaction Design Studio, Cognition in Interaction Design, Software Project, Digital Media Entrepreneurship, Object-Oriented Programming from a Modeling and Simulations Perspective, Programming Languages, Data Visualization, Design for Science, Software Project Experience with Corporate Partners

Industry Experience

RockMelt, Inc.   **Mountain View, CA**
Software Engineer   June 2010 – Present
Responsibilities include developing the YouTube application for the browser, the RSS Feed infrastructure, the Social Reading feature for feeds (users can share what they read and keep up with what their friends read), and backend support for browser extensions.

City Of Coral Gables   **Coral Gables, FL**
Information Technology Intern   August 2007 – August 2008
Responsibilities include drafting city residences with AutoCAD and using Geographic Information Systems to map out different aspects of city neighborhoods using ArcGIS.

Independent Projects

Hubrly   March-May 2011
[http://hubrly.com]
Geolocation-based microblogging service where users share to hubs (Not released on the App Store yet.).

Billboard Hot 100 Visualization   December 2011
[http://bit.ly/billboardvis]
Visualization for 30 years of Billboard Hot 100 data in a record with different layers for genre, artist, and song. Clicking on an item in the song layer plays the song using GrooveShark.

CrunchVis   November 2011
[http://bit.ly/crunchvis]
Directed force-node graph visualization of CrunchBase.com data. Directed edges connect investors to companies they have invested in. Clicking on nodes expands them.

Pokemon Earth   March-May 2010
[http://stanford.edu/~elopez1/pokemon/pokemonearth.png]
Geolocation-based Pokemon iPhone Game. App users find Pokemon to battle by actually walking around the real world.

Research Experience

Army High Performance Computing Research   **Stanford, CA**
Research Intern   June 2009 – January 2010
Responsibilities include creating a heterogeneous computing sparse system solver using the Conjugate Gradient Method. This solver was implemented in several ways: sequential one-core, GPU programming on one core, and GPU programming on multiple cores to compare the relative efficiencies of the different methods.

Honors and Extracurricular Activities

- ❖ National Merit Scholar
- ❖ Hispanic Heritage Scholarship Recipient for Academic Excellence
- ❖ National Hispanic Recognition Program Finalist
- ❖ Fluent in English and Spanish