

Education

University of Texas at El Paso | El Paso, Tx | 2016 - Ongoing

- Computer Science Undergraduate with Presidential Scholarship
- Expected Graduation Date: December 2019
- GPA: 4.0

Experience

Google | Engineering Practicum Intern | Los Angeles, Ca | 05.28.2018 - 08.10.2018

- Contributed to the Ads Diagnostic Tool team which is a platform for advertisers to diagnose the reach of their search ads.
- In Java, worked on the refactoring of an overcomplicated back end enum that will create more independence between components and create a future where it can be deprecated.
- In Dart, HTML and SASS, worked on front end features of the Ad Diagnostic Tool such as adding logos, fixing issues in design, and the implementation of features.
- Volunteered for Computer Science Summer Institute(CSSI) as a panel member for an event.

Professional and Public Programs | Instructor | El Paso, Tx, UTEP Campus | 06.28.2017 - 08.04.2017

- Taught camps as an instructor to groups of 3rd-5th and 5th-8th graders that would vary from week to week which ranged from using unity to create 2D and 3D games, using a makey makey, using a Kinect to develop 3D models, and much more.

Technical Skills

- **Languages:** Java, Dart, Python, HTML, SASS
 - Exposed to: C#, Bash, Batch, Verilog, UML, XML
- **Other:** Unity, Linux, Github, Eclipse, IntelliJ

Upcoming Courses Before Summer 2019:

- **Fall(scheduled):** Computer Vision, Matrix Algebra, Computer Architecture.
- **Spring(planned):** Software Development, Machine Learning, AI.

General Skills

- **Leadership & Communication:** Doing band activities for 8 years, I often found myself leading several groups in which communication was crucial for the success of the ensembles.
- **Teaching:** Taught concepts I am comfortable with to younger audiences both in music and CS.
- **Bilingual:** English and Spanish.

Projects

- **Dark City:** Game created by Game Builders, utilizing virtual reality and agents. Worked on scene development for the game.
- **Sudoku:** Java JAR following MVC. Started as a one person team and then began expanding as more features became implemented to a total of four members. Game could generate a starting board that is either 9x9 or 4x4, connect with other players through the use of their port and IP to solve together, check if its current state is solvable/actually solve it, undoing/redoing moves, show possible moves and other small features.
- **Washing machine:** Written in Verilog, I created a washing machine simulator for the NI Digital Electronics FPGA Board. The machine had several buttons and switches that simulated the addition of money, and a procedure to several different washing cycles that occurred when their requirements were met.

Extra-Curricular Activities

- **Game Builders:** Game Builders is a UTEP student organization who creates immersive games which utilize virtual humans that are able to recognize speech and gesture.