Francisco Gonzalez

1401 International St. | Edinburg, TX 78539 | 956-793-7387 francisco.gonzalez10@utrgv.edu | pacog879@hotmail.com

in https://www.linkedin.com/in/francisco-gonzalez-861333134/

https://github.com/dangersflow

EDUCATION

The University of Texas at Rio Grande Valley (UTRGV) – Edinburg, TX

Graduated May 2020

Bachelor of Science in Computer Science

GPA: 3.52

The University of Texas at Rio Grande Valley (UTRGV) – Edinburg, TX

Expected Graduation

Master of Science in Computer Science

May 2022 GPA: 3.52

PROFESSIONAL EXPERIENCE

Research Assistant at Algorithmic Self-Assembly Research Group - UTRGV

May 2019 - Present

• Partaking in research that includes, but is not limited to, self-assembly, unique assembly verification, and tile automata.

Teaching Assistant – UTRGV

January 2020 - May 2020

• Tasks include grading assignments, exams, and helping any students that have questions.

HACK-A-THONS

Code:RED - Houston, TX

November 2017

Competitor

 Developed the front end of an application that tried to distinguish a given plant and give information about it. It was the winning application in the Augmented Reality track.

Hack Research – Edinburg, TX

December 2019

Competitor

• Wrote a research paper with a colleague. We strived to prove that a certain problem, regarding robot motion planning with global control, was able to be solved in polynomial time.

PROJECTS

Spektrogram: An Audio Spectrum Analyzer

May 2019

Spektrogram is a tool that allows you to see the audio spectrum of a given audio file in your phone.

Discrete Count Tile Automata Simulator

September 2019

 A research project observing the random linking of three different tile types in a line, and the probability that a line of a certain length will be built.

FindMeVending

 An android application that can display a university campus map with most, if not all, nearby vending machines; detailing with a picture of a vending machine and a description of what it contains.

VR Game Demo using Unity

May 2020

May 2020

• A virtual reality game demo created with Unity; using C# to implement game features.

Dog vs Cat Machine Learning Classifier

August 2020

• A basic machine learning classifier that can determine whether a given image, as an input, is either a dog or a cat.

SKILLS

• C++

Java

Python

Flutter



Windows

Linux

English

Spanish

