

# Edson Almachar

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## OBJECTIVE

Obtain an entry level position as a Software Engineer

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## EDUCATION

University of Nevada, Reno  
*Bachelor of Science, Computer Science*      May 2014  
*Minor in Mathematics*

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## EXAMPLE PROJECTS

Image Processing Series  
Implemented image processing programs utilizing concepts learned in Image Processing and Pattern Recognition in C++ (ex. convolution, bayesian classifiers, fourier/wavelet transformations)

“Robot Hertz”  
Programmed a 3D-world video game project to creatively showcase concepts learned in classes *Simulation Physics* and *Game Development Pipeline* in Python using the Ogre3D engine

Reports and Database Implementation of UNR’s NeoCortical Simulator  
Designed and Implemented a client-side Web Application for the University’s NCS project to provide D3 based graphical reports for ongoing processes and websocket based data streaming

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## WORK EXPERIENCE

Software Developer - UNR's Brain Computation Lab      May 2014 - Sept. 2014  
Worked with other graduate students in the integration and merging of the NCS Web Application interface for the NeoCortical Simulator.

Volunteer Work      Oct 2014 – current  
- Volunteering for UNR's Brainlab as a volunteer software engineer  
- Volunteering for the Nevada Humane Society Animal Shelter

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## PUBLICATIONS

NeoCortical Repository and Reports: Database and Reports for NCS      October 2014  
A Repository Service and Graphical Reporting Interface is devised to serve as a front-end means of interaction with a NeoCortical Simulator – SEDE 2014

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## COMPUTER DEVELOPMENT

Languages:      C++/C (Intermediate), Javascript (Intermediate), Python (Basic)  
Web Technologies:      HTML5, CSS, jQuery, jQueryUI, AngularJS, D3, Twitter Bootstrap  
Operating Systems:      Windows, Linux (Ubuntu)