

Edson Almachar

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EDUCATION

University of Nevada, Reno
Bachelor of Science, Computer Science
Minor in Mathematics
G.P.A. - 3.27

May 2014

NOTABLE PROJECTS

Image Processing Series Spring 2012 - May 2014
Programmed and implemented multiple image processing programs utilizing concepts learned in Data Structures, Image Processing, and Pattern Recognition which include histogram processing, convolution, bayesian classifiers, and fourier/wavelet transformations in C++.

“Robot Hertz” Spring 2013
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 Fall 2013
Designed and Implemented a client-side Web Application for the University’s NCS project to provide D3 based graphical reports for ongoing processes and upload/download from a remote database of user generated brain simulation parameters

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. *Currently Volunteering

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 the NeoCortical Simulator – SEDE 2014

COMPUTER DEVELOPMENT

Languages:	C++/C (Intermediate), Javascript (Intermediate), Python (Basic)
Web Technologies:	HTML5, CSS, jQuery, jQueryUI, AngularJS, D3, Twitter Bootstrap
Operating Systems:	Windows 95 – Windows 8, Linux (Ubuntu)
Software Packages:	MS Word/Spreadsheet 03-07, Apache OpenOffice, MATLAB 7 (Basic), Maple 17 (Basic)