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.

Unemployed   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 95 – Windows 8, Linux (Ubuntu)