Grant Poquiz|gpoquiz.me

gpoquiz@gmail.com|(817) 308-7360

Education

University of Texas at Dallas (UTD)   Computer Science (CS)
BS, Spring 2020   *GPA: 3.808 (3.844 Major); Magna Cum Laude*
MS, Estimated Spring 2021
Dean's List   *Fall 2017*

Projects

AWS Image Rekognition Framework Python (boto3 API), NoSQL, CloudFormation Scripts
Worked with a team to provide cloud formation scripts for setting up AWS Rekognition services.

Multidimensional Cellular Automata C++, Unreal Engine 4
An Unreal Engine Project for making cellular automata (games of life) in generalized dimensions.

Virtual Reality Quiz C#, Unity
Worked with a team to create quizzes for VR. One multiple choice style, one Geoguesser style.

Mobile "Pop the Balloons" Game Java, Android Studio
A game with a scoring system and collision detection. Made with Android Studio for mobile devices.

Work

Computer Science Mentor   UTD CS Department   *Fall 2019 - Spring 2021*
Assisting Undergraduate students with C++, Java, Discrete Math, and Data Structures.

CS Summer Camp Instructor   UTD CS Outreach   *Summer 2019*
Teaching one week courses of introductory-intermediate computer science to children grades 3-12.

Graduate Coursework

Computational Geometry LaTeX, Java (Graphics2D), Unreal Engine 4 (C++)
Study and derivations of algorithms related to geometry. Incremental Construction, Plane Sweep, Linear Programming.

Computer Graphics Java (Graphics2D)
Bezier and B-Spline functions for curves, and line and polygon clipping algorithms. Perspectives in 3-D, and hidden-line and hidden-face elimination, such as Painter's and Z-Buffer algorithms.

Machine Learning Python (numpy, sklearn)
The ID3 and the Nearest Neighbor algorithms. Formal models for analyzing learnability.

Virtual Reality Unity Game Engine (C#)
In-depth overview of VR, including 3D navigation techniques, 3D selection and manipulation techniques, interaction, scenario, and display fidelity.