HENRY LUENGAS

hl477d@att.com ● henry@luengas.dev ● (817) 903-2300 ● linkedin.com/in/henry-luengas ● www.luengas.dev

EDUCATION

California Polytechnic State University – **San Luis Obispo**	College of Engineering Bachelor of Science in Computer Science	Sep 2015 – Jun 2020

SKILLS

Programming Languages	Python, C, C++, JavaScript, Julia, Rust, Elm
Systems and Frameworks	Linux/Unix, Vue.js, Docker, SQL, OpenGL, OpenCL, Unity3D
Network Infrastructure	Routing, Switching, VLANs, Network Attached Storage, POE, Cabling

EXPERIENCE

Network Engineer I – AT&T Technology Development Program – Dallas, TX   Jan 2021 – Present
- Implemented a containerized video transcoding server, to stream 5G camera footage to internet video platforms using Docker and FFMPEG.
- Served as an administrator for the AT&T 5G Technical Associate Certification Course
- Automated cleaning and reformatting process for physical and virtual network device setup data used by AT&T's internal cloud platform using Python and Excel
- Developed new front end features for the TDP internal website using Vue.js
- Created technical interviewing procedures for the Network Engineer hiring process
- Lead training sessions for TDP technical interviewers

Certifications

- SAFe 5 Agilist Certified   Mar 2021 – Present

PROJECTS

Tie-Dye Pixel Art Renderer
- Wrote a renderer in Python with the goal of investigating various methods of process acceleration
- Implemented JIT compilation using NumPy and Numba to show the drawbacks of the Python interpreter
- Implemented sequential and parallel running modes to investigate the performance of CPU parallelism
- Implemented a GPU compute mode with OpenCL to show how the process scales to hundreds of workers
- Implemented an R*Tree spatial data structure to display the speedup possible with an optimized algorithm

3D Marble Run Platformer Game
- Collaborated with a group to create a game from scratch in C++ and OpenGL
- Features include physics simulation, a spatial data structure, PBR shaders, shadow-mapping, environment mapping, view frustum culling, positional audio, enemy AI, and an adjustable third person camera

AI Video Summarization Tool
- Worked with a group to create a utility to pare down security camera footage using AI image recognition
- Developed in Python using YOLOv3 for object detection and OpenCV for image manipulation

Networked Chat App and Packet Analyzer
- Wrote client and server programs in C that use TCP to convey custom message packets between users
- Created a utility in C that uses NPCAP to inspect packets, functioning like a basic version of Wireshark

System Building & Networking
- Built a virtualization server to use as a NAS, DNS resolver, Sophos UTM security gateway, and Docker host

ADDITIONAL INFORMATION

Work Eligibility: Eligible to work in the United States and Canada with no restrictions