Huascar A. Sanchez

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Objective

To obtain a summer internship position where I could work with likeminded engineers on challenging programming projects.

Skills Overview

Languages: Java, C#, SQL, LaTeX, some Python, some ActionScript, and some Haskell.

Frameworks: Guice, Ant, Ivy, JUnit, TestNG, some Java Swing.

Tools: Flex, Git, and SVN.

OS: Mac OS X, Linux, Windows.

Other: Experience in API design, Refactoring, IoC, and Software Patterns.

Education

Ph.D. Computer Science, UC Santa Cruz, Fall 2009–Present.

M.S. Software Engineering, San Jose State University, 2006.

B.S. Information Systems Engineering, Catholic University, Nicaragua, 2001.

Employment

Graduate Student Researcher, UC Santa Cruz, Santa Cruz, CA, September 2010–Present.
Worked on developing tools intended to make index tuning easier and more effective. This work focuses on online techniques that monitor submitted queries to a DBMS and automatically choose the indexes that are expected to improve current workload's performance.

Software Developer/Consultant, Infomotor Inc., San Francisco, CA, February 2010–July 2010.
Developed software to streamline both reporting and presantation of critical data, monitor key performance metrics, and deliver understandable and actionable data.

Software Developer, Pearson VUE, Bloomington, MN, January 2006–August 2009.
Supported distributed applications in charge of delivering over 4 million tests a year across the globe for clients in diverse markets, such as licensure, certification, etc.

Software Engineer, Vergencemedia Inc., San Francisco, CA, January 2008–January 2009.
Contributed key artifacts that supplied streaming information to application users during the creation of interactive product-stories. The delivery of these artifacts accelerated the company's "product story" site public launch.

Software Engineer/CoFounder, vrlSoft Inc., Santa Clara, CA, January 2005–January 2006. CoFounded a software development services company. Worked closely with peers on defining a service concept that would offer value to target clients and satisfy their needs better than competing alternative.

Publications And Organized Workshops

Publications

J. Gresh, J. McKim, **H. Sanchez**, The Dynamic Mapping Design Pattern, The 12th Pattern Language of Programs (PLOP), September 7-10, 2005, Allerton Park, Monticello, IL, USA.

M.E. Fayad, Haitham S. Hamza, **Huascar A. Sanchez**, Towards Scalable and Adaptable Software Architectures, The 2005 IEEE International Conference on Information Reuse and Integration (IEEE IRI-2005), August 15-17, 2005, Las Vegas, NV, USA.

The rest of publications can be found online at **www.hsanchez.net**.

Workshops

M.E. Fayad (Chair), Chia-Chu Chiang, **Huascar A. Sanchez**, Pablo Chacin, Srini Ramaswamy, Arturo Sanchez-Ruiz, Selmin Nurcan, A. Kannammal SampathKumar, The First International Workshop on Pattern Languages: Addressing Challenges, October 21, 2007, in conjunction with OOPSLA 2007, Montreal, Canada.

M.E. Fayad, **H.A. Sanchez**, and H.S. Hamza, Focus Group on Building Systems of Patterns, The 11th Pattern Language of Programs (PLOP), September 8-12, 2004, Allerton Park, Monticello, IL, USA.

Professional Activities

Member, Association of Computing Machinery (ACM), 2005–Present.

Selected Graduate Coursework

ISM-245: Data Mining, Spring 2011.

Cmps210: Computational Models and Complexity, Winter 2011.

Cmps203: Programming Languages, Winter 2010.

Cmps201: Analysis of Algorithms, Spring 2010.

Cmps278: Design and Implementation of Database Systems, Fall 2011.

Cmpe231: Human Computer Interaction, Winter 2010.

Cmps290G: Topics in Software Engineering, Fall 2009.

Cmps290H: Topics in Database Systems (Cloud Computing), Spring 2011.

Last updated: April 28, 2011