**Introduction:**

**Hello!**

My name is Jorge Eduardo Ahumada Hernandez, I’m an Informatics Student at the University of California Irvine. I’m in my 5th year and expecting to graduate this upcoming March 2018, with a B.S. in Informatics and a specialization in Human and Computer Interaction. I didn’t start college with this major in mind, but life always takes you in different, unexpected, paths, and I’m glad it did. I would say that the thing I love the most about my major is how it focuses on people, on what they think, on what they do, and on what they don’t do. I’ve always been interested in this, I even wanted to become a psychology major at one time. That is why I feel like Informatics ended up being a perfect fit for me. During my coursework, I’ve learned that I love to design applications. It’s really rewarding when you know that you’re working on a quality product and that you are affecting your users’ daily lives, even if it is just in a small way.

The same thing also pushes my interest outside of school. I love to cook, and I just love food in general. The way I see it when I cook for people is like I’m creating the perfect product. Whatever I make must be liked by everyone that is eating and more often than not, that is fairly picky people. Every time I’m cooking at home I get an “I don’t like vegetables” from my little sister, an “It has to be healthy” from my mom, an “I don’t like beef” from my girlfriend, and many more request that I have to take into consideration. I have to keep in mind what everyone likes to eat and try my best to deliver. Nonetheless, sometimes the execution doesn’t leave up to the expectations, but it normally does.

**Work History:**

Chipotle Mexican Grill

Crew Member August 2014 – August 2017

As a crew member at Chipotle, I would do a lot of different things. During my first few months, I job basically consisted of performing the simple task of the position. This talk could include charging the guest as a cashier or cooking the food as a cook. As time when on and my overall knowledge increase, my position became more of a shift leader. I never formally accepted this position due to my focus on school, but during my shifts, I would assist the general manager in her team management responsibilities. I would often be responsible for sending my coworkers on breaks, of making sure they were doing their work correctly and efficiently and whatever else was necessary at the moment. I would do these things while still performing all the task for my position for the day. My time with the company also allowed me to become a trainer, making sure all new hires knew what was expected of them and how to properly perform all their responsibilities.

Dave and Buster’s

Busser/Server February 2016 -Present

While working at Chipotle I experience working with many different peoples, but working at Dave and Buster’s as a server introduced a whole new level of diversity. My daily responsibilities consist of managing my tables, making sure my guest receive quality food and making sure the food they get is the food they ordered. Doing all these different things gets a really overwhelming sometimes, but by far the most difficult thing has been to learn how to successfully communicate with all the different kind of people I meet on my shifts. I would describe myself as an introvert person, I have never been good at interacting with new people and to easily create a connection with complete strangers. This all has changed after starting working at Dave and Buster’s. I have learned to pick up on a person’s attitude the way they talk and how they act, and thanks to my experience I’m able to find the best way to communicate to them, making sure they leave with a good experience.

**Projects:**

Operation Denenberg

September 2017 – Present

Operation Denenberg is a project part of the Informatics Capstone Project course. For this project, we were assigned Professor Denenberg and Professor Ziv as our project sponsors. As our project sponsors, both professors are to act as our clients, with the goal of providing us real word experience on the steps necessary for the development of a new system. The overall goal of the project is to create a web application that both professors will be able to use to better manage the Informatics CapStone Project Course. This includes the ability to handle multiple profiles as well as creating new profiles and deleting old ones, to schedule first day presentations for all the course sponsors, to gather student and sponsor data via surveys developed by us, and to create a web page for the course.

We are taking an agile approach to this projects, and currently, we stand on the second iteration of mockups and prototypes for the application. The first set of mockups was already created based on the requirements gathered by my team.

This project is expected to be finalized in March 2018.

Unnamed 2D Platformer

September 2017 – Present

This project is part of the Computer Game Development course at UCI. In this project, I and my team of 5 classmates are working on developing a game of our choice following the guidelines of good game design thought in the class, as well as marketing material for the game. For the project, we have chosen to use the Unity game engine and to create a narrative based 2D puzzle platformer.

Currently, this project is in the level development face in which I’m responsible for creating the third and final level for the game. We are also currently working on the marketing materials and on the design document required for the class.

This project is expected to end in December 2017.

ProjectAlexa@UCI

March 2017 – July 2017

Project Alexa was a projecting part of the Software System Design class. For this project, I and my team assigned Professor Vanderhook as our sponsor. Professor Vanderhook came to the class with the idea of creating an Amazon Alexa Skill for the School of Informatics at UCI, as a way to showcase our department to the general public. For this project, I and my team worked a lot on user research since we didn’t know who would use this application. After figuring out our users it was necessary to gather requirements and start prototyping. Thanks to our agile approach to the project, we went through many iterations of this process, each time refining the details of how the final product would look like.

For this project, my focus was on the user experience design and the front end of the application. I did multiple interview and surveys trying to better understand who the ideal users for the product would be. At the end, we agreed that the department’s alumni would be the best option for the scope of our project. Understanding the information we wanted to offer and the best way to access it was the hardest part of the project since we needed queries that a human could easily ask but with enough information so that the computer could easily understand it.

Currently, the project is still in development under a different team. This team is trying to merge the UCI Informatics Alexxa Skill and the UCI Sports Alexa Skill. The UCI Sports Alexa Skill was developed in January 2017 by an unrelated team and was discovered by my team in the last few stages of our development. Our sponsor decided to hold the publication of our project with the hope merging the two applications to deliver a UCI Alexa Skill.