JOSE LUIS FLORES CAMPANA

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EDUCATION

University of Campinas, Brasil *March 2020 - Present*
P.hD. Candidate in Computer Science GPA: 4.00 (4.00/4.00)
University of Campinas, Brasil *July 2017 - March 2020*
M.Sc. in Computer Science GPA: 3.65 (3.64/4.00)
Universidad Nacional San Antonio Abad del Cusco, Peú *March 2012 - July 2016*
B.Sc. in Computer Engineering (Computer Science) GPA: 18.00 (18.00/20.0)

EXPERIENCE

Software Engineering, Brasil Oct 2021 - present
Loggi

· Developed and implemented solutions to track lost packages, managing to increase the almost total coverage of lost packages.
· Developed and implemented outbox event for asynchronous execution of our solution, improving latency caused by its synchronous nature.

Research in Machine Learning and Computer Vision, Brasil Aug 2018 – Jun 2021
SAMSUNG - UNICAMP

· Developed new algorithms based on scene representation (MPI) for the generation of parallax effect motion using a single image, achieving to propose a new light-weight scene representation for restricted scenarios (e.g. cell phones).
· Implemented post-processing algorithms to solve problems related to text localization methods using Tesseract OCR, improving the accuracy by 4%. Also, solutions to fuse text localization results using genetic algorithms (GP), achieving 5% when compared to several baselines.

Software Engineering, Perú Jan 2016 - Jun 2017
Brain Systems

· Implemented and developed software components to generate XML files and PDF reports of purchases and sales for the electronic invoicing project (BS EFACT), managing to be one of the first companies in the city (Cusco) on generating electronic invoicing in the market. In addition, implemented efficient SQL procedures and views for database queries.

PROJECTS

Detection and Classification of hand gestures based on the sign language using handcrafted and Deep Learning methods
I performed a research work on detection and classification of hand gestures based on the sign language, creating a new dataset based on sign language, and achieving an accuracy of 96%.
Evolving Neural Networks to Play Mega Man X
Genetic Algorithms (GA), Artificial Neural Networks (ANN) and NeuroEvolution of Augmenting Topologies (NEAT) were used to win the Highway Stage phase of the game Mega Man X of the console Super Nintendo Entertainment System.

LANGUAGES

Proficient Spanish, English and Portuguese

PROGRAMMING SKILLS

C, C++, Python, C# & Java, Tensorflow, keras, Pytorch, SQL, Docker and Git