Luis Eguiarte Morett

COMPUTER ENGINEER

CONTACT

(+52) 5531886327

leguiartemorett@gmail.com

https://github.com/leguiart

Languages:

Spanish: Native

English.
Speaking: Advanced.
Writing: Advanced.
Reading: Advanced.

EDUCATION

Computer Engineering.

Graduation: June 2019

National Autonomous University of Mexico, CU

GPA: 8.72/10

Certifications

An Introduction to Interactive Programming in Python — 2014

Rice University (Coursera)

Programming for Everybody (Python) — 2014

University of Michigan (Coursera)

EXPERIENCE

A04 Studio.

Intern.

June 2017 - September 2017

- Intelligent agent design for a virtual environment.
- C++ development of gameplay elements and a GUI on UE4.

IBM.

IBM Student Ambassador.

August 2018 - Present

- Learn about IBM cloud by creating a simple retail chatbot.
- As an ambassador I have the responsibility to share with my peers IBM's offerings in terms of cloud services.

KEY ABILITIES

1. Structured, logical and quantitative thinking

2. Programming languages and paradigms : C (5 years), C++ (1 year , Python (4 years), Java (3 years), MATLAB (1 1/2 year), HTML5 (5 years), CSS (1 1/2 year), VHDL (2 years), Verilog (1 year), C# (6 months), JavaScript (2 years), MySQL (6 months), SQL/ PLSQL (1 year), Assembly (2 & 1/2 years), Racket (6 months) .

3. Artificial Intelligence and Machine Learning.

4. Data Structures and Algorithms.

5. Graphics programming (Modern OpenGL and GLSL).

6. Unreal Engine 4 and some Unity.

7. Design and Implementation of relational databases.

8. Web Development.

9. Embedded systems programming.

10. Control systems engineering and physical systems modelling.

Proyects.

Computer Graphics System. (2018)

- Prototype of spiritual successor of the classic spaceinvaders game in 3d with shaders on modern OpenGL (3.3) with C++.
- Implemented Phong illumination model, custom made 3d models loader, a small and simple physics engine (programmed collisions, inertia, and friction).
- Implemented simple harmonic movement with random factors for shooting objectives mechanic.
- https://github.com/leguiart/

Artificial Neural Network implementation. (2018)

- Modular C++ implementation of the classic forward prop and backprop training algorithms.
- Capable of using any classic network architecture (perceptron layers).
- Implemented almost entirely from scratch (used armadillo library for MATLAB like linear algebra capabilities).
- Tested as a universal function aproximator.
- https://github.com/leguiart/Neural