Mateo Vargas

Education

2016–2017 **MSc.**, *University of Edinburgh*, Edinburgh, United Kingdom.

Computer Science

2010–2014 **B.S.**, *University of California, San Diego*, San Diego, California, USA.

Cognitive Science with an emphasis in Neuroscience and minor in Computer Science

Master's thesis

title Discrete SIR Game for Understanding Epidemics

supervisors Dr. Stephen Gilmore

This project consisted of creating a short, interactive game to aid students in learning the SIR model of epidemics. This game was developed utilizing the Unity Integrated Development Environment and all the scripting was written in C#. This project consisted of a development phase and an evaluation phase where the project was deployed to several testers. Working on this project helped grow and develop skills in many areas in addition to programming and game design, such as planning and time management.

Experience

Regular

November Network Engineer, The Core Group, Long Beach, California.

2015-July On-site and remote technician.

2016 • Problem-solved and trouble-shot technical questions for clients both in person and via remote connections.

- Interacted closely with clients to understand and convey their needs and concerns while on-site at a client office.
- Deployed server designs in server rooms with unique space and power constraints.
- Deployed and distributed new User Accounts and worked with clients to minimize office down time.

April 2015– **Research Assistant**, *University of California, San Diego*, Dept. of Cognitive Sci-September ence, San Diego, California.

2015 Researcher with the UCSD Brain and Early Experiences Laboratory.

- o Administered, scored, and double scored cognitive tests.
- o Communicated with participants and relevant guardians about consent.
- Managed and Scheduled appointments with participants.

March Research Assistant, *University of California, San Diego*, Dept. of Cognitive Sci-2014–March ence, San Diego, California.

2015 Researcher with the UCSD Center for Human Development.

- o Administered, scored, and double scored cognitive tests.
- o Communicated with participants and relevant guardians about consent.
- Managed and Scheduled appointments with participants.

Vocational

November Intern, University of California, San Diego, Department of Cognitive Science, Lan-

2012– guage and Cognition Laboratory.

February Laboratory Assistant

2014

Languages

Java	Experienced	2012-Present
Python	Experienced	2015-Present
C#	Experienced	2016-Present
C++	Intermediate	2014-Present
HTML/CSS	Intermediate	2014-Present
Ruby on Rails	Intermediate	2015-Present
Javascript	Intermediate	2015–Present

Computer skills

Documentation MS Office, Google Documents, Application Unity IDE, Eclipse IDE, Jupyter, LATEX, Sublime, Overleaf, Git Open-MPI, UNIX

Interests

Writing http://playwrite.com.au/dark-souls-and-life-lessons-from-lordran-and-beyond/

Gaming PSN: matnorris8, Steam: matnorris8

Photography http://kotaku.com/holyrood-abbey-edinburgh-scotland-by-mateo-vargas-j-1800671707

Links

Portfolio mateovargas.github.io

Github www.github.com/mateovargas

Itch.io mateovargas.itch.io

References

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Dr. Stephen University of Edinburgh $+44\ 131\ 650\ 5189$, Stephen.Gilmore@ed.ac.uk
Gilmore