MAURICIO DURÁN PADILLA

Guadalajara, México

PROFILE INFORMATION

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HONORS AND ACHIEVEMENTS

- 1st place at University-wide 3 member team programming competition for the Algorithms 1 course. (2017)
- Active participant on ACM ICPC programing contest.
- Recipient of Excellence Scholarship for Academic Merit, ITESO. (2017)
- TOEFL IBT score 109/120.

TECHNICAL SKILLS

- C   2 years
- Java   1 year
- Python   1 year
- SQL   8 month
- HTML & CSS   6 months
- Javascript   2 months

LANGUAGES

Spanish (Native)

English (Proficient)

EDUCATION

Aug 2017 - Present
Instituto Tecnológico y de Estudios Superiores de Occidente (ITESO)
- Computer Systems Engineering
- Graduation Year: 2022
- GPA: 10/10

Spring 2019
Yonsei University
- Artificial Intelligence
- Data Mining
- Formal Languages and Theory of Computation

PROJECTS

Poker Game
Project made for Data Structures Course coded in C (2 member team)
- Basic console based poker game with betting system.
- Naive PC agent to evaluate own hand and decide whether to swap cards or not.
- Developed game engine with operations to deal cards, swap cards, determine winner and give or take money from player's virtual balance.

Letter Recognition
Project made for Object Oriented Programming Course coded in Java (2 member team).
- Java Module for modeling Dynamic Convolutional Neural Networks.
- Image Recognition of Uppercase and Lowercase handwritten vowels.
- Designed associated classes and methods for the implementation of the CNN and the Image Recognition Engine.

Mancala Game
Project made for A.I coded in python (individual).
- Used existing game engine to create an intelligent agent to choose a move.
- Implemented Tree Class and Search Functions.
- Used A* Search based algorithm to determine best move with given heuristics.
- Implemented Montecarlo Tree Search and designed. additional heuristics to improve winning rate up to 85%