Rudy Huezo

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Education

Bachelor of Science in **Physics** from University of California Davis, June 2016

Skills

Computer: Familiarity with Windows, Unix, and Linux and utilities like Git, Microsoft Word, Excel, Atom, Sublime Text, Komodo Edit, Notepad ++, PyCharm, Putty

Programming: Proficient in Python, Django, HTML, JavaScript, jQuery, CSS, Bootstrap, Regex, and familiar with C/C++

Coursework: Proficient in algebra, trigonometry, calculus, differential equations, mechanics, quantum mechanics, electrodynamics, particle physics, experimental physics, object oriented programming and web development

Language: Fluent in English and Spanish (spoken and written)

Experience

Programmer, Department of Environmental Science and Policy at University of California, Davis (5/15 – Present)

- Designing and deploying Python scripts that harvest newspaper data relating to the role of social networks in municipal decision-making about high-volume hydraulic fracturing.
- Developing Graphical User Interfaces that allow batch processing and analysis of newspaper and municipal meeting minute data.
- Automating the Stanford Named Entity Recognizer to quickly isolate relevant data.
- Maintaining scripts to fit the evolving needs of the user and creating user manuals for all GUIs.
- Using agent-based modeling techniques to determine how influential fracking policy entrepreneurs are in networks.
- Clustering fracking policy documents using cosine similarity and scikit-learn's spectral clustering library.
- Using web-scraping to collect water rights reports from the Electronic Water Rights Information Management System.
- Created a JavaScript game to research what people believe the state of the climate is. Also, created a web interface that allows researchers to modify and create different games as well as browse and download user game statistics.
- Created a Python program to analyze 800GB of tweets in order to determine how often and in what places people talk about weather and climate.

Intern, Department of Physics at University of California, Davis (2/13 – 8/13)
Created simulations of cosmic expansion and photon detection dependence on star radius for UC Davis' conceptual astronomy courses with Professor David Wittman.