# Ricardo Gonzalez Penuela

Curriculum Vitae/Resume

⊠ re.gonzalez10@uniandes.edu.co 'd www.ricardo-gonzalez-penuela.com

## Education

2015.1– **B. Eng. in Systems and Computer Engineering**, *Department of Systems and Computer* 2019.12 *Engineering*, *Universidad de Los Andes*, *Bogota*, *Colombia*.

## Research Job Experience

2019.5- Research Assistant Intern at Cornell Tech at the Enhancing Ability Lab (Accessibility)
2019.8 with Assistant Professor Shiri Azenkot, under the program SURF "Summer Undergraduate Research Fellowship"

Developed a pipeline for teachers of the visually impaired (TVI) to design and use interactive 3d models to teach visually impaired students

Redesigned and improved a modelling plugin, Markit, for TVI's to annotate models. In Blender, 3d modelling software, through Python scripting

Designed, developed and deployed a website (including front end and back end) to host the models through AWS

Modified Talkit, the iOS application, to be compatible with the pipeline. This means making possible to download inside Talkit the models hosted in the website

2019.8- Research Assistant Volunteer at Cornell Tech at the Enhancing Ability Lab (Accessi-Present bility) with Assistant Professor Shiri Azenkot

Continuing to work on the deployment of the 3D interactive models pipeline to make it usable by the public

Presented **Molder** demo at **ASSETS '19** on behalf of Professor Shiri and Lei Shi, see more in the Research Work section

2019.2- **Research Assistant** at **Universidad de Los Andes**, group IMAGINE, with Associate Present Professor Jose Tiberio Hernandez

Develop an **educational platform** to **innovate** the way students' access and study Radiographies in the Radiology discipline:

Designed and developed a prototype of a web-solution in which Radiology students can **study** and **explore "data samples"** of subjects of interest through **data visualizations**. Students can also explore in depth Radiographies, using a Radiography Web-viewer. Paper in progress.

**Obtained 60.000.000 Colombian pesos grant** to develop a full-fledged version of the platform and implement it at the Hospital Militar Central (Colombia, Bogota)

Collaborating with a group of doctors and Radiology students at the Hospital Militar Central working inside the research department of the Hospital

2018.8- **Research Assistant Volunteer** at **Universidad de Los Andes** with Assistant Professor 2019.1 John Guerra-Gomez

Developed a system, Tactiled, in which we make tactile graphics more available through machine learning and crowdsourcing

Worked on the architecture of the Machine Learning model that classifies whether images can be transformed into a reliable tactile version of the image or not

Worked on the web application design and development. This system is hosted on google cloud platform and managed through cloud functions

## Research Work and Publications

Present *Molder: An Accessible Design Tool for Tactile Maps*: Paper in *CHI2020* (24.3% acceptance), to appear in April 2020

Authors: Lei Shi, Yuhang Zhao, **Ricardo Gonzalez**, Elizabeth Kupferstein, Shiri Azenkot. Molder is an accessible design tool for interactive tactile maps, an important type of printed materials that can help students learn O&M skills.

2019.10 **Tactiled**: Poster in **ASSETS '19** (58% acceptance)

**Gonzalez, R.**, Gonzalez, C., & Guerra-Gomez, J. A. (2019). Tactiled. The 21st International ACM SIGACCESS Conference on Computers and Accessibility - ASSETS âĂŹ19. Presented at the The 21st International ACM SIGACCESS Conference.

2019.8 Markit

Lei Shi, & **Ricardo Enrique Gonzalez Penuela**. (2019, November 2). rgonzalezp/Markit: Markit V1.0 (Version V1.0). Zenodo. http://doi.org/10.5281/zenodo.3526177

# Industry Job Experience

2018.1- **Developer/Test Automation intern** at **Endava**, a British based software development 2018.6 company

Developed new modules for a test accelerator, a framework used by the company to create testing suites for new software products

Automated UI tests for social media platforms

**Key Technologies**: Java, Selenium, Cucumber, Serenity, Postman, Git, DB2, Jenkins, AWS, Maven, Jira and JMeter

# Teaching Job Experience

Spring 2019 Teacher assistant: **Programming with web technologies**, Senior year course, fundamental to learn how to use web development tools and students need to use all previous courses knowledge to develop multiple full stack solutions. **Universidad de Los Andes** 

Worked with Assistant Professor Jose Bocanegra to develop the course material

Spring 2016, Teacher assistant: **Object oriented programming II**, Freshman year course, students Fall 2016 learn recursive programming, sorting algorithms and other fundamentals of programming. **Universidad de Los Andes** 

Aided the Professor to grade the students exams, homework and supported in the teaching/lab sessions

Awards and Media

#### Media

2019.6 Note on **Assistive Technologies** work in **El Espectador** newspaper: "Colombian engineers develop tools to help blind people"

#### **Award**

2017.10 **2nd place** in the **II security marathon**: Inter-university competition with security problems like CTF 365 held at the **Universidad de Los Andes**. Challenges related to: Networking, stenography, cryptography, reverse engineering. "**II security marathon**"

#### **Award**

2015.5 **Best** undergraduate **freshman project** in the Department of Systems and Computer Engineering in the competition of ExpoAndes, **Universidad de Los Andes**, **Ranking** 1/15

# Leadership and Volunteering

#### Leadership

2017.6– **Co-Founder of the Ciicep**, "Center of investigation, innovation and creation for undergrad 2018.2 students", **Universidad de Los Andes** 

Alternative way to finance the university through research and industry projects

Negotiated an annual budget provided by the rector of the **Universidad de Los Andes** of **50.000.000 Colombian pesos** to pay a salary to prominent students working inside the Ciicep and also fund the operation

#### Leadership

2017.4- Member of the directors' board ACM, in local students' group at Universidad de Los

2018.1 *Andes* 

Organized local group activities, small videogame and programming events and assisted inter-university meetings

## Leadership

2016.12- **Student Representative** of the Department of Systems and Computer Engineering,

2017-12 Universidad de Los Andes

Chosen, through a **democratic election**, as representative of a department with a population of over **1000 students** 

### Social Work

2015.2— Foundation of emotional intelligence MAZAL, helping drug addicts overcome their emotional 2018.1—conflicts

## Skills and Technical Abilities

Programming SWIFT, JAVASCRIPT, PYTHON, JAVA AND PROCESSING

3D Modelling Blender

Web Dev REACT, NODEJS, HTML5, CSS ANGULAR, TENSORFLOWJS AND VEGA-LITE

Prototyping Sketch, Illustrator, and Photoshop and design

3rd party Amazon Rekognition, Google Cloud, Firebase DB and Authentication services

Protocols and  $\ {\rm REST},\ {\rm JSON}\ {\rm AND}\ {\rm XML}$ 

APIs

Databases AWS SERVICES, MONGODB, POSTGRESQL, DB2IBM AND MYSQL

User Research Surveys and Quantitative analysis

Languages Native Spanish and Fluid English with high proficiency (107 TOEFL)