

# Silvia Guerrero

BACHELOR OF SCIENCE, DIGITAL  
ANIMATION ENGINEER

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## EXPERIENCE

INTEL 2015> Current	Validation engineer I am working on validation lines from PCIe cards, security fuses on SOC, read and change register from BIOS and developing scripts for automation testing. (Python, C++)
INTEL 2015 > 2016	Validation engineer, intern I worked as developer, creating scripts for automation testing for functional validation. (Python)
CINVESTAV 2013 > 2014	Intern I developed a platform for students so they can upload their projects and teachers their grades. I used APACHE. Also that year I worked on a project which objective was to detect clouds movement in order to have a better statistic of how much energy a solar panel can receive. (Mathlab, Python, Photoshop)
MINDTRICK 2013 > 2013	Developer I was in charge of developing scripts for a videogame (actions, movements, collisions, etc.)(C#)
GYROSCOPIK 2012 > 2012	Developer I was in the 'Developer' team. In that project I worked as a 3d modeler and script developer. (3d Max, Maya, Photoshop, C#).

## EDUCATION

UNIVERSIDAD AUTONOMA DE GUADALAJARA	Master In Computer Science 2018 > Current
UNIVERSIDAD PANAMERICANA	Graduate Program in Automation and Control in Universidad 2015 > 2016

## PROJECTS

During my master degree I have developed project such as:

- Artificial Intelligence: Decryption of codes, where objective was to decode a file and returning it into a legible format
- Security embedded: System capable of differentiate a person from an animal, capture it in an image, send it by email and emitting an alarm. Using Arduino
- Image detector: Capable of detect a person sleepy in a car, emitting a sound. Using Arduino
- Sound maker: Using Genetic algorithms, create a music based on a pattern that sounds pleasant. Algorithm had to learn how to create the rest.
- Videogame: Using Genetic algorithms, create a videogame capable of learn how to play by itself.

## HABILITIES AND SKILLS

Team work

Fast learning

Perseverance

Math problem

solvingthrough programming

## KNOWLEDGE

- Advance knowledge in Python
- Average knowledge in MATLAB
- Average knowledge in C++ y C#
- Advance knowledge in 3ds Max and maxscript
- Advance knowledge in:
  - o Photoshop
  - o After effects
  - o Maya
  - o Flash
  - o Illustrator
  - o Visual Studio
  - o Microsoft Office
  - o Unity

## COURSES

Mudbox.  
Universidad Panamericana(2012)

Softimage.  
Universidad Panamericana(2011)

## LANGUAGES

English (Fluent)

Spanish (Fluent)

French (Basic)