

Royner Gustavo Vargas Vargas

(506) 8502-2820

tavo.var@hotmail.com

Heredia, Heredia

Costa Rican ID Number: 7-0217-0303

Date of birth: January 19th, 1993

PROFESSIONAL PROFILE

Student in Computer Engineering from the Costa Rica Institute of Technology. Experience in areas such as software development, computer architecture, design of digital and analog systems. In search of new horizons and opportunities that allow me to gain experience and knowledge.

EDUCATION

2011- Current	Costa Rica Institute of Technology (Cartago). Licenciatura degree in Computer Engineering.
2010	Bilingual experimental High school Pococí, Limón. High school diploma.

TECHNICAL SKILLS

<i>Programming languages:</i>	Java, C#, C/C++, Python, Verilog, Assembly x86, MIPS, Android, Golang.
<i>Operative systems:</i>	Linux Intermediate (bash scripts, gcc), Windows (Basic).
<i>Design tools and circuit simulations:</i>	Xilinx ISE 14.7, NI Multisim, LTSpice, Electric VLSI Design.
<i>Database engines:</i>	SQL Server, MySQL 5.0.
<i>Development process:</i>	Agile, modular design.

PERSONAL HABILITES

- Works well and proactively in a team to achieve an objective.
- Critical thinking and research skill for tackling challenging situations.
- Using analytical and communication skills to deal with a problem or conflict.

ACADEMIC PROJECTS UNDERTAKEN

Projects name:	Design of a specified application computer (MIPS) in FPGA.
Course:	Computer Architecture I.
Description:	Design and implementation of a specific purpose computer to validate the integrity of data in the transmission and reception of character strings at RTL level.
Projects name	Simulation and optimization architecture.
Course:	Computer Architecture I.
Description:	PISA architecture optimization for a specific benchmarking with SimpleScalar tool.
Projects name	User level threads.
Course:	OS Principles.
Description:	POSIX threads implementation at user level using a contexts control library and round-robin, genetic and lottery algorithms scheduling.
Projects name	Acceleration of a Digital Image Processing application.
Course:	Computer Architecture II.
Description:	Build a solution using the opportunities of SIMD vectorization and parallelization in a scheme of multiple cores.

WORK EXPERIENCE

Inter Program Hewlett Packard Enterprise 11/01/2016 – Current	P4 Simulator with Flow Based Programing Aruba CR Design and implementation of a P4 simulator based in FBP with Golang language.
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LANGUAGES

• Spanish	Native
• English	Intermediate (English program CONARE-TEC).