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Objective:

Obtain a summer internship where I can contribute directly in the development of an AAA videogame by applying my knowledge in programming and game development in problems that require creative and logical solutions.

Education:

Purdue University	West Lafayette, Indiana	May/11
Master in Computer Science		GPA 3.67/4.00
Fulbright – Garcia Robles Scholarship Grantee		
Universidad Panamericana – Bonaterra	Aguascalientes, Mexico	Aug/00 to Dec/04
BSc in Electrical Engineering – Honors		GPA 9.25/10.00

Professional Experience:

Softtek (Aguascalientes, Mexico)	Software Engineer	Oct/08 to Jul/09
- Maintained, enhanced, documented and supported a suite of web-based data management Java applications owned by GE.		
Nibbo Studios (Aguascalientes, Mexico)	Lead Programmer - Cofounder	Aug/05 to Dec/07
- Programmed the core game, and participated in the design, integration and testing of the program, the design and content of levels, the dialog writing, and the design and content of user manual and webpage of two independent PC games (<i>Mecapumble</i> and <i>Überpong</i>), participating in teams of 4 to 6 people plus external musicians.		
- Participated in the scheduling and management of activities and resources.		
- Lead, programmed and participated in the design and integration of several flash mini-games developed for Aguascalientes Government for the <i>San Marcos 2006 National Fair</i> and the <i>2007 Science and Technology Week</i> .		

Skills & Abilities:

Tools	C/C++, Java, ActionScript 3, AVR & SX Assembly, HTML, XML; CVS, GDB debugger; FMOD, ALLEGRO; Apache POI, Apache Tomcat; Windows, LINUX - Ubuntu.
CS Grad Courses	Past project based courses: Computer Graphic, Scientific Visualization, Compilers; Current: Capturing and Rendering Real-World Scenes, Parallel Computing, Algorithms.
Programs	Visual Studio, Flash CS3, Dreamweaver CS3, Torque Game Builder, Word, Excel
Languages	Spanish (Native), English (Fluent).

Selected Honors & Awards:

Programming	- ACM – ICPC Mexico-Central America 2004, 2003 & 2002: 4 th place (1 st in site), 10 th (7 th) & 5 th (2 nd). - Ants' National Programming Open 2007: 7 th place. - Aguascalientes Inter-Collegiate Software Development Contest 2002: 2 nd place.
Game Development	- Second Annual IndieGame Developers Showcase: Semifinalist. - IGDA Mexico Second Videogame Development Contest: 1 st place. - Creanimax 2006 Videogame Contest: 2 nd place.
Science	- 13 th Mexican Math Olympiad: Bronze. - State Educational and Technological Prototypes Contest 2000: 1 st , 1 st & 3 rd place. - Universidad Autonoma de Guadalajara Precollege Math Contest 1999: Finalist.
Other	- 2004 Aguascalientes State Youth Award, Academic category. - Aguascalientes Entrepreneur Contest 2004: 2 nd place.

Other Selected Experience:

Teaching	- Taught C Programming & SX52 Assembly programming in Fall 2006 at Universidad Panamericana – Bonaterra. - Taught Introduction to programming (in Karel) and Algorithms (in Pascal and C) to the Informatics Olympiad State participants and team from 2005 to 2008.
Volunteering	- Contributed by proposing problems, elaborating and grading exams, and training contestants as part of Aguascalientes State Committee of the Mexican Mathematic Olympiad from 2000 to 2005 and as part of the State Committee of the Informatics Olympiad since 2005. - Co-organized programming competitions and helped with the ACM-ICPC team training as ACM Student Chapter chairman at Universidad Panamericana – Bonaterra from 2002 to 2004.
Teacher Assistant	- Graded homeworks and tutored students at Universidad Panamericana – Bonaterra in five math and physics undergrad course from 2002 to 2004.