

# Mauricio Gomez Aguinaga

## Software Engineer

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### Experience

#### GoDaddy – Full Stack Web Developer

June 2016 – Today

I am currently working on the [Online Store](#) product. I spent most of my time working on Ruby on Rails for the backend and React and Node for the front end.

#### Groupon – Full Stack Web Developer

September 2013 – June 2016

Worked on the Point of Sale for the iPad for Groupon Merchants: [Breadcrumb](#). I implemented the enterprise level reporting, migrated our administration portal into a single page app and implemented a native [iPhone App](#) for real time reporting.

#### Walt Disney Animation Studios - Assistant Technical Director

July 2012 – September 2013

Develop, maintain and improve different parts of our pipeline and create tools to assist the studio in content Creation for feature films like [Frozen](#), [Wreck it Ralph](#) and the [Mickey Short](#). My main projects were a web based system to analyze and compare render farm utilization, a modal user interface for publishing assets across departments, a UI analytics tool and a particle based Snow Painting Tool.

#### POSLavu - Software Engineer

February 2012 – July 2012

Lead the team that re-implemented the front end for the web administration portal for our Point of Sale. I was also in charge of the Table Layout Setup module, the Printer Discovery algorithm to find and setup printers in a local network and led the implementation for our first Quality Assurance Plan.

#### Aspen Avionics - Software Engineer Intern

May 2011 – July 2011

Implement new features and functionality for the Synthetic Vision module for the EFD 1000 Glass Cockpit. Including 3D terrain rendering, obstacles, traffic, obstacles, airport and runways display, altitude guidance and many aspects of the main user interface.

#### Advanced Graphics Labs, University of New Mexico - Research Assistant

August 2009 – December 2011

Research and development of high-end Computer Graphics algorithms and applications. Including Interactive Rendering in a Dome, Route Maps Visualization using the Moiré Effect, Interactive Projective Texture Mapping combining Motion Capture to provide new textures to user bodies, Binocular Stereo Reconstruction and Haptic Rendering.

### Education

#### University of New Mexico

August 2009 – December 2011

Masters in Computer Engineering

Adviser: Pradeep Sen

**Coursework:** iPhone Development, Foundations of Computing, Computer Graphics, Ray Tracing Graphics, Video Game Development, Computer Vision and Advance Image Synthesis

#### Monterrey Institute of Technology

August 2004 – December 2008

Bachelor in Computer Systems Engineering

**Coursework:** Software Engineering, Design Patterns, Software Testing, Databases, Web Development, Operative Systems, Compiler Construction, Data Structures, Computer Graphics, Computer Networks and Project Management.

### Skills

**Programming Languages:** Ruby, Coffee Script, *JavaScript*, *Python*, *PHP*, *Swift*, *Objective-C*, *C/C++*, *Java*.

**Libraries, APIs & Languages:** Rails, Backbone.js, *Django*, QT, *OpenGL*, *iPhone SDK*, *SQL*, *J2SE*, *STL*, *CSS*.

**Operative Systems:** *Mac OS X*, *Windows* and *Linux*.

**Software:** Xcode, Eclipse, Git, *Microsoft Visual Studio*, *Adobe Creative Suite*, *Maya*.

**Languages:** *English* and *Spanish*.

### Certifications

- Object Oriented Modeling on Rational – RT011.
- Sun Certified Java Programmer for Java (SCJP).
- IBM Certified Database Associate – DB2 (000-730).
- Cisco Certified Network Associate.
- Maya Dynamics and Simulation.