

Mauricio Gomez Aguinaga

Software Engineer

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Summary of Qualifications

- Well versed in Object Oriented design and Software Engineering.
- Strong knowledge on a broad set of programming languages like C, Java and Python.
- High attention to details and strong problem solving skills.
- Solid verbal and written communication skills, including full written and verbal fluency in Spanish.

Education

University of New Mexico (UNM)

Masters in Computer Engineering

Coursework: iPhone Development, Foundations of Computing, Computer Graphics, Ray Tracing

Graphics, Video Game Development, Computer Vision and Advance Image Synthesis

Aug 2009 – Dec 2011

Adviser: Pradeep Sen

Monterrey Institute of Technology (Tecnológico de Monterrey)

Bachelor of Science in Computer Science

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

May 2004 - Dec 2008

University of New Mexico (UNM)

Study abroad semester. Full time, including 3 graduate level classes.

Aug 2007 – Dec 2007

Experience

Walt Disney Animation Studios - Software Engineer Graduate Intern

User Interface Usage Analytics. Developed an unobtrusive tool to capture user interface events and save them in a database to be shown in different reports and charts for easy digestion. This project is helping artists, developers and managers to better allocate resources and enhance their workflow.

Jul 2011 – Aug 2011

Aspen Avionics - Software Engineer Intern

Implement new features for the Synthetic Vision module for the EFD 1000 Glass Cockpit. Implemented the 3D terrain, obstacles, traffic, airport and runways display, altitude guidance and many aspects of the user interface. I took active participation on Software Design discussion and implementation.

May 2011 – Jul 2011

Advanced Graphics Labs, University of New Mexico - Research Assistant

Research and development of high end Computer Graphics algorithms and applications. Including Offline Rendering, Interactive Rendering in a Dome, Route Maps Visualization and Projective Texture Mapping.

Jul 2009 – Today

General Electric - Software Engineer

Develop Rich Internet Applications to help operations find their exact location of our trailer fleet, schedule its Maintenance and for rental and fulfillment.

Nov 2008 – Jul 2009

IBM - IT Specialist Intern

Use IBM software to architect solutions to solve enterprise computer problems.

Jun 2008 – Nov 2008

Skills

Programming Languages: C, C++, Python, PHP, JavaScript, Objective-C, Java, C# and MEL.

Libraries, APIs & Languages: QT, jQuery, OpenGL, XNA, iPhone SDK, PL/SQL, J2SE, STL and CSS.

Operative Systems: Mac OS X, Windows and Linux.

Software: Microsoft Visual Studio, Xcode, Eclipse, Firebug, Matlab, Adobe Creative Suite, Autodesk Maya, Blender and Lux Render.

Languages: English and Spanish.

Honors and Awards

- CONACyT Graduate Scholarship from the Mexico's National Council on Science and Technology. Comparable to a NFS Graduate Fellowship.
- COMECyT Graduate Fellowship from the State of Mexico Local Science and Technology Council.
- CENEVAL Award for outstanding performance in Mexico's National Graduation Exam. Top 10%.
- Monterrey Institute of Technology Undergraduate Scholarship.

Certifications

- Sun Certified Java Programmer for Java (SCJP).
- Object Oriented Modeling on Rational – RT011.
- Maya Introduction (06875).
- Maya Dynamics (06878).
- Maya Character Rigging and Animation (06876).
- Certificate Softimage XSI-101 & Softimage XSI-201.
- IBM Certified Database Associate – DB2 (000-730).