

# Ulises Amaya

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## Research and Work Experience

- Currently working for Estafeta Mexicana, the biggest mail and packaging company in Mexico. Work is done in the Systems division. Participating in the development, testing and documentation team for the main package tracking system. Currently using IBM Websphere tools. March,2007-Now
- Previous job was for TMZcom, a US based company dedicated to the creation of a web portal for Americans. I was in charge of the research for the development of new applications in openLaszlo, testing current development and revising documentation. Also in charge of the chat and IM servers. Sept2006-March2007
- Worked for a Consultant in Mexico City, assigned to Gemplus Cuernavaca. Developing services for Gemplus clients in Mexico and Brazil, cell phone smart cards services. Testing of various developed services and its documentation. Nov 2005 – Aug 2006
- University of California – Riverside  
Research with Dr. Victor Zordan, head of the Riverside Graphics Lab ([www.cs.ucr.edu/rgl](http://www.cs.ucr.edu/rgl)) 2003 - 2005
  - Computer Graphics
    - *Virtual human eyes* – ray tracing project in C++/OpenGL renders a human eye with biophysically based materials and mathematical model for the creation of the iris. July 2005
    - Simulated dilation and contraction of human iris based on physical simulation of deformable springs June 2004
    - Responsible for maintaining lab equipment Winter 04-Summer04
  - Computer Graphics – *Deformable Systems* March 2003
    - Main purpose was to model deformable objects in real-time
    - Implemented a 3D real time spring-particle mesh in C++
  - Grader for computer networks and operating systems class Spring 2002

## Education

- University of California – Riverside  
Graduated from Masters in Computer Science program Summer 2005
- Universidad Autonoma del Estado de Morelos - Mexico Summer 2003

- (Autonomus University of Morelos State)  
Obtained Bachelors in Science, Computer Science
- First student in a joint program between the Universidad Autonoma de Morelos in Mexico and the University of California – Riverside April 2000
  - Universidad Autonoma de Morelos (Mexico) Finished the basic Science formation March 2000

### **Social Service & volunteer work**

- Design of laboratory practices for Embedded System's students in Universidad Autonoma del Estado de Morelos Summer 2002
- Conversational partner to help non-English speakers improve their English Autumn 2003

### **Academic Honors and Scholarships**

- Mexican National Council for Science and Technology (CONACyT) scholarship to do graduate studies Summer 2003
- Scholarship to join bilateral program between University of Morelos in Mexico and University of California – Riverside. First student to participate in it. April 2000

### **Relevant coursework in Computer Science**

**Computer Graphics, Computational Geometry, Advanced Computer Animation, Computer Visualization**, Linear Algebra, Optimization, Discrete Mathematics, Mathematic Logic, Advanced Data Structures and Algorithms, Advanced Computer Architecture, Design of Operating Systems, Advanced Computer Networks, Advanced Data Bases, Modeling and Simulation, Physics (3 courses).

### **Extra curricular activities:**

- ACM (Association for Computer Machinery) member 2005 - 2006
- Conference SIGGRAPH 04 – Los Angeles, USA 2004
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### **Other Skills**

- C/C++, elemental Java 2, basics of Maya®, OpenGL, XSLT, basics of MySQL
- IBM Websphere Integration Development, Message Broker
- Strong interest in video games and 3D models and animations
- Fluent oral and written Spanish and English, French 50% oral, 40% written
- Web page design and basic Flash
- Windows and Linux OS

*References can be provided upon request*