

# Ulises Amaya

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## Research and Work Experience

- Currently working for the Instituto de Ciencias Físicas, UNAM (Mexico's National University) as a full time developer for the software needs in the Institute, from web site to Java web client apps and server maintenance. I also provide tech support for the users of these applications. Jan 2010 - current
- Worked for Estafeta Mexicana S.A de C.V. In the development team at Cuernavaca, Morelos, Mexico. The coding is done in Java, JavaScript, web Applications using the MVC model and based on the Struts FrameWork. I also help maintain programs written in Perl as well as the main Estafeta web page, which includes answering our clients that write to the WebMaster. March 2007 – Jan 2010
- 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 mail and IM servers. September 2006 - March 2007
- Worked for a Consultant in Mexico City, assigned to Gemplus Cuernavaca (now Gemalto). 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 2003 - 2005  
Research with Dr. Victor Zordan, head of the Riverside Graphics Lab ([www.cs.ucr.edu/rgl](http://www.cs.ucr.edu/rgl)) (<http://graphics.cs.ucr.edu/rglPeople.html>)
  - Computer Graphics July 2005
    - o *Virtual human eyes* – ray tracing project in C++/OpenGL renders a human eye with biophysically based materials and a mathematical model for the creation of the iris.
    - o Simulated dilation and contraction of human iris based on physical simulation of deformable springs June 2004
    - o Responsible for maintaining lab equipment Winter 04-Summer04
  - Computer Graphics – *Deformable Systems* March 2003
    - o Main purpose was to model deformable objects in real-time
    - o 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 Summer 2005  
Obtained Masters in Computer Science degree
- Universidad Autonoma del Estado de Morelos - Mexico Summer 2003  
(Autonomous University of Morelos State)  
Obtained Bachelors in Science, Computer Science
- First student in a joint program between the April 2000  
Universidad Autonoma de Morelos in Mexico and

the University of California – Riverside

- Universidad Autonoma de Morelos (Mexico) March 2000  
Finished the basic Science formation

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

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

### **Academic Honors and Scholarships**

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

### **Extra curricular activities**

- Coded a program for the visualization of the results from Dr. Gloria 2008  
Koenigsberger's research about binary stars and their energetic interaction.  
"Tidal Shear Energy Dissipation & Periastron passage events"  
G.Koenigsberger , A.Avena, E.Moreno. ICF UNAM presented in Hawaii
- Conference SIGGRAPH 05 – Los Angeles, USA 2005
- Conference SIGGRAPH 04 – Los Angeles, USA 2004

### **Skills**

- C/C++, Java 2, OpenGL, XSLT, SQL, Apache2, PHP and HTML
- Web Applications development, Web Service invocation, J2EE, JavaScript  
and Struts FrameWork
- Perl programs maintenance
- IBM WebSphere Integration Development
- Strong interest in video games and 3D models and animations
- Fluent oral and written Spanish and English, French 50% oral, 40% written
- CUDA GPU programing basics
- Windows and Linux OS

*References can be provided upon request*