

Curriculum Vitae

Ronie Salgado

Computer Science and Software Engineering Undergrad Student
Phone: +56 9 88851153
Email: roniesalg@gmail.com
Website: <http://users.dcc.uchile.cl/~rsalgado/>

Personal Interest

I am passionate about 3d game programming and physical mechanical engines

Education

- Universidad de Chile, Chile. 2011-Present, Undergrad Computer Science and Software Engineering Student.

Academic Experience

- *Roassal 3d*, I am the main architect of Roassal 3d, an agile visualization engine to build 3d visualization. Roassal is available under the MIT License, available on <http://www.smalltalkhub.com/#!/~ronsaldo/roassal3d>. Roassal 3d is currently being used by INRIA and Synectique. Roassal 3d is developed as part of the Fondecyt project 1120094, *ALMA: Analyses and Tools for Monitoring and Improving Software Quality*.
- *Introduction to Computing*, 2013 first term teaching assistant at the Universidad de Chile.
- *Algorithms and Data Structures*, 2013 second term teaching assistant at the Universidad de Chile.

Programming Languages

I have an expertise in the following programming languages: C/C++, C#, D, Java, Python, Smalltalk, specially the Pharo implementation, Scheme

Technologies

I am familiar with the following technologies:

- Boost C++ libraries
- Modern OpenGL graphics API
- Basic LLVM Compiler Building Infrastructure
- Quake game engine
- CrystalSpace graphic engine
- Ogre3D graphic engine
- Blender

Awards

- Second Prize ACM ICPC Chile Programming Competition, November 2013

Languages

- Spanish (native speaker).
- English (fluent).