

Gustavo J. Camero

Objective

To pursue a PhD in Computer Engineering with a specialization in computer architecture.

Education

University of Central Florida

Orlando, FL

Major: Bachelor of Science in Computer Engineering.

Expected Graduation: Spring 2020

GPA: 4.00/4.00.

UCF President's Honor Roll: Fall 2017 - Present

Valencia Community College, West Campus

Orlando, FL

Major: AA Engineering Articulated at UCF.

Graduated: Summer 2017

GPA: 4.00/4.00.

Valencia President's List: Summer 2016 – Summer 2017

Technical Skills

Programming Languages: C, C#, JavaScript, Java, R, Python, ARM Assembly, PHP, MATLAB.

Hardware Description Languages: Verilog, SystemVerilog.

Software Applications/Platforms: SolidWorks, Eagle, R Studio, Code Composer Studio, CUDA.

Operating Systems: Windows, Linux.

Languages: Spanish (Native), English (Fluent).

Experience

University of Central Florida, Main Campus NSF REU Program

Orlando, FL

Undergraduate Researcher: Computer Architecture Lab (CAL) at UCF

05/19 – Present

- Member of the Communications, Circuits & Sensing Systems (CCSS) program.
- Researching Cross-layer Adaptive Rate/Sampling Leveraging Spin-Based Devices for Sensing & Communication Systems.
- https://www.nsf.gov/awardsearch/showAward?AWD_ID=1810256

Michigan State University Summer Research Opportunities Program

East Lansing, MI

Research Assistant: Dpt. of Electrical and Computer Engineering

05/18 – 07/18

- Participated in a 10-week program for students interested in graduate school.
- Participated in a rigorous week-long course in statistics and R Studio Software.
- Designed and developed a portable smart home security system
- Analyzed the cost effectiveness and power consumption of portable smart home security system
- Presented research at the Mid-Michigan Symposium for Undergraduate Research Experiences

University of Puerto Rico, Mayagüez Campus

Mayagüez, PR

Undergraduate Researcher: Nanito Games, CUDA, and Portuondo Games

01/15 – 12/15

- Developed a Cartesian bowling board game designed by Professor Raul Portuondo into a videogame.
- Nanotechnology Videogame for Middle-School Students where nanotechnology concepts were taught to interest students to pursue degrees in STEM fields
- Implemented the logic of the video games using Unity and the programming language C#.
- Researched about the Mel Frequency Cepstrum Coefficient Feature Extraction using GPUs.
- Participated in Affinity Research Model trainings.

Extracurricular

University of Central Florida

Orlando, FL

Vice-President and Webmaster: IEEE UCF Student Chapter

08/17 – 05/19

- Oversee the chapter's performance in student engagement and the committees.
- Developed workshops for students to teach the basic techniques of Electrical Circuits and PCB Design.
- Covered a wide range of topics such as Web Development, Arduino, Circuit Techniques, and Soldering.
- Managed the UCF IEEE Student Chapter Website.

Valencia Community College, West Campus

Engineering Tutor: Dpt. of Architecture, Engineering, & Tech.

Orlando, FL
08/17 – 05/17

- Tutor the introductory engineering courses such as Electrical Networks, Statics, MATLAB, & SolidWorks.
- Undergraduate Teaching Assistant for the Engineering Concepts & Methods course.
- Prepared PowerPoint presentations for classes and tutoring sessions.

HackUPRM Fall 2015

Mayagüez, PR

Backend Programmer

- Designed and Implemented a web application that can assign emotions to tweets written by Puerto Ricans.
- In charge of implementing the logic and algorithm for emotion detection based on tweets.
- Showcased the emotion felt by Puerto Ricans in different districts using Google API.
- 3rd Place Winner and Best Use of Twitter Award

Affiliations**University of Central Florida**

Orlando, FL

McNair Scholar – Present

IEEE member & volunteer – Present

SACNAS member – Present