

LUIS GRIMALDO

LUIS Esteban Tueros-**GRIMALDO** (November 9, 1989) was born in Ica, a small and welcoming city in the southwest of Peru. He began his scientific project, or scientific research, at age 10, when he created a joystick from simple materials of daily use: he used the bottom part of a plastic bottle, a cylindrical stick, and some wires. This joystick had the property of sending information about the location of the stick respect the bottom of the bottle, thus creating circular movement actions. Additionally, this joystick had a button for extra action.

More ahead, when he was 11, he created a small automatic car that used the above mentioned joystick as a remote control. His family was surprised with this invention created by Luis at so early age, and without having any notion about Electronics or Robotics. For that reason, he was registered in an institute that taught electronics, where he studied the basic concepts (which he already knew by own experience) and learned about the application of sensors.

By then, he had already entered the virtual world of computing, and started to program small programs in Microsoft Visual Basic 6.0, and later, games a little more complex with a software that helped him a lot in his development.

Luis scored 136 in the Stanford-Binet IQ test (a test that measures general intelligence) when he was 10 years old, and the psychologist that tested him told Mrs. Grimaldo that her son possessed a high level of giftedness. What's more, when the psychologist knew about Luis's research on programming and technology, he told the boy that his daughter was studying in Lima , and that Microsoft recruited students with a high IQ and sponsored them so they could study programming and computing technologies. Following the psychologist's advice, Luis went to Lima and presented his projects to Microsoft Peru.

Once in Lima, Luis showed the games and programs he had created, to the people in charge of the academic and professional development in Microsoft. They were greatly surprised because they thought that it was not possible to create a strategy game with a basic programming language. It was them who advised Luis to enter the Imagine Cup 2005 (a contest for professionals), organized by Microsoft.

Microsoft gave Luis some books that would help him update his knowledge and programming language, since the contest demanded the application of a language for .NET technologies. With these books, Luis could better his knowledge on Visual Basic; then, he would learn the C# language, and later, the C++ to implement his knowledge about programming languages.

With this new knowledge, Luis updated Inkawar to the version Visual Basic 2005 of the programming language, but because of a mistake for using a beta version, he lost all his game sources. He was awfully worried, but he decided to continue: this time he made the same game but with the C# language, and also de C++. Finally, he decided to rely mainly on the C# due to its complexity but brevity. He could not finish it but despite everything, he sent it to the contest.

The results were a victory at a local level (Peru), and another at a regional level (America). At the world-wide level, where the finalists of the different continents participated, he was between the 20 first, being the winners a group of Master-degree students. The contestants participated in groups of four, but Luis, then a 15-year-old secondary student, participated individually because he entered directly through Microsoft.

With these achievements attained, Luis has decided to study Computer Sciences. In November 2005, Luis received from Microsoft the recognition for his personal initiative of development, in a ceremony at the Los Delfines Hotel in Lima.

In December of the same year, he entered the Imagine Cup 2006 in the category of Software Design; previously, with Inkawar, he was in Rendering. This time he formed a group with his brother, Sergio Leonardo, who was 14 years old, and his friend Gustavo Dergan, a student at the University San Luis de Ica; they presented the project of a multiple-function wheelchair. This chair, made for quadriplegic people, would be operated by an oral system, through an electronic device located on an artificial palate for the users, and controlled with their tongue. The software would decipher the information coming from the palate through infra-red waves -Radio waves could be used too- allowing the users of these chairs have a better life condition. Unfortunately, the project did not pass to the next stage and could not be completed.

Nowadays, Luis is a senior student at the Johns Hopkins University in Baltimore, MD. At school, Luis also researches for the Hopkins internetworking Research Group led by Dr. Andreas Terzis, where he develops applications for statistical representation of data and metadata and a new programming language, *Lambda*, oriented to the scientific community. He is also a member of the project Life Under Your Feet.

Every summer, Luis works as an intern in Microsoft. His first year, he worked as a *SDET*, Software Developer in Test, and now he works as a *SDE*, Software developer.