

Andrés Rincón

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EDUCATION

Universidad de los Andes

Systems and Computing Engineering (GPA: 4.19)

Bogotá, Colombia

Jan. 2019 – December 2022

PROJECTS

Thesis Virtual Reality Project

Aug. 2022 – Dec. 2022

Cooperative puzzle game in VR

- Developed a virtual reality game in Unity to reinforce communication skills.
- The game is inspired by escape rooms. Therefore, it is intended for the players to work together in order to solve different puzzles within a given amount of time.

Harmony

Aug. 2021 – Nov. 2021

Learning tool in Virtual Reality

- Developed a game to teach people how to play the drums and interact with other users using a virtual environment.
- Gain experience using Unity and Photon

FreestAile

May 2021 – July 2021

Machine Learning Project

- Used Natural Language Processing to imitate the thought process of a person doing freestyle rap
- Gained experience using Python and TensorFlow

Software Architecture for Gnosoft

Jan. 2021 – May 2021

Developing a solution for a real life scenario

- Worked together with a company that has impact in different locations of Colombia, providing platforms for schools with outdated systems to manage their students data more efficiently.
- Backend development using Python
- Learned to use tools such as Amazon Web Services (AWS), Django, Docker and MongoDB
- Gained experience in architectural patterns, data management and security
- The company took ideas from the project to improve upon their business.

DriVR

Apr. 2019 – May 2019

Driving game in Virtual Reality

- Developed a game that taught people how to drive in a virtual environment
- First experience using Unity and C#

EXPERIENCE

Student Intern at Purdue University

Feb. 2023 – present

Controlling electronic hardware using virtual reality devices

- Manipulation of virtual reality devices using the Unity game engine.
- Connection of electronic hardware using Photon PUN.

Teaching Assistant of Introduction to Systems and Computing Engineering

Aug. 2022 – Dec. 2022

Undergraduate Teaching Assistant at Universidad de los Andes

- Mentoring students on their early stages of university.
- Introducing students to programming through different tools such as Unity, Kodular and Arduino.

SKILLS

Technical: Unity, C#, Python, Java, JavaScript, C++, Dart, HTML/CSS, SQL (Oracle), Git, Postman

Language: English (C1), Spanish (Native Speaker)