Andrés Rincón

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Education

Universidad de los Andes Bogotá, Colombia
Systems and Computing Engineering (GPA: 4.19) *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 was inspired by escape rooms. Therefore, it was intended for the players to work together in order to solve different puzzles within a given amount of time.
- Showcased the project in a game exhibition with a total of 60 participants.

Harmony Aug. 2021 – Nov. 2021
Learning tool in Virtual Reality

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

FreestAIle May 2021 – July 2021
Machine Learning Project

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

Software Architecture for Gnosoft Jan. 2021 – May 2021
Developing a solution for a real life scenario

- Collaborated with an IT services company that has impact in different regions of Colombia, providing platforms for schools with outdated infrastructure, in order to manage their students data efficiently.
- Back-end 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.
- Gained experience using Unity and C#.

Experience

Visiting Scholar at Purdue University Feb. 2023 – May. 2023
Controlling electronic hardware using mixed reality devices

- Developed and designed a mixed reality interface that established a communication between the HoloLens glasses and an hydraulic arm using the Unity game engine.
- Integrated the connection of electronic hardware using an Arduino micro-controller and TCP proctocols.
- Collaborated with peers from different backgrounds to publish the results in the ASME 2023 conference.

Teaching Assistant of Introduction to Systems and Computing Engineering Aug.2022 – Dec.2022
Undergraduate Teaching Assistant at Universidad de los Andes

- Mentored students on their early stages of their undergraduate degree.
- Assisted students in their first approaches to programming using different tools such as Unity, Kodular and Arduino.

Skills

Technical: Unity, C#, Python, Java, JavaScript, C++, MRTK, Dart, HTML/CSS, SQL (Oracle), Git, Postman
Language: English (C1), Spanish (Native Speaker)