

# Angela Jimenez

West Lafayette, IN | [angela.jimenezf@outlook.com](mailto:angela.jimenezf@outlook.com) | [LinkedIn/angela-jimenezf](https://www.linkedin.com/in/angela-jimenezf/) | <https://angela-jimenez.github.io/>

## SKILLS

---

**Language:** C#, Java, C++, Python, JavaScript, HTML/CSS, SQL.

**Engines/tools:** Unity, Unreal, Git, Postman, Unix/Linux.

## EDUCATION

---

### Purdue University

*MS in Computer Graphics Technology with emphasis on VR/AR and Games*

### Universidad de los Andes

*Systems and Computing Engineering*

Aug. 2023 – May 2025

*West Lafayette, IN*

Jan. 2019 – Dec. 2022

*Bogota, Colombia*

## EXPERIENCE

---

### Graduate Assistant

Aug. 2023 – Present

*Purdue University*

- Develop an immersive virtual environment in **Unity** for teaching Japanese, focusing on experience design, development, testing, and incorporating **text-to-speech** technology to create an effective educational tool.
- Script and design the logic for various educational activities within the virtual environment, using **C#** programming to enhance user interaction and learning outcomes.

### Software Engineering Student Worker, Engine Support

Jan. 2023 – May 2023

*Unity Technologies*

And Feb. 2022 – May 2022

- Entrusted with responsibilities related to various aspects of Computer Graphics such as performance, optimization, shaders, overall rendering processes, and other associated topics.
- Analyzed Unity projects and developed scripts written in **C#** and **C++** and debugged the ones that presented issues utilizing the Unity source code as well as reviewed **HLSL** shaders performance and functionality.

### Undergraduate Teaching Assistant

Aug. 2019 – June 2021

*Universidad de los Andes*

- Algorithm design and analysis: Taught fundamental principles of algorithms to 2nd-year students and monitored a group of 40 students during a semester and explained **Dynamic Programming, graphs, and recursive algorithms**.
- Introduction to Systems and Computing Engineering: Taught and helped students develop soft skills and programming skills with tools like **App-Inventor** and **Unity**.
- Object-Oriented Programming: Provided guidance and support to students working on various projects to understand **OOP** during advisory sessions using **Java**.

## PROJECTS

---

### Escape VR

July 2022 – Dec. 2022

*Final Undergrad Project*

- Developed a Multiplayer Escape-room using **Unity** and **Photon** to evaluate collaboration and interaction in virtual environments using **C#** for logic scripting.
- Showcased the project on the biggest games and fantasy exhibit (SOFA) in Colombia and conducted a study with 60 participants.

### RescueCraft

May 2022 – Dec. 2022

*Research project*

- Part of Summer Undergraduate Research Fellowship 2022 at Purdue University, focused on developing a Unity virtual reality experience that allows users to collaboratively edit environments for emergency response training from both **VR** and **desktop** platforms using **C#** for logic scripting.
- Implemented real-time editing features for a shared virtual space, encouraging collaborative creativity and efficient project development.

### Software Architecture for Gnosoft

Jan. 2021 – May 2021

*Developing a solution for a real life scenario*

- Worked with an IT company to develop efficient student data management platforms for Colombian schools, utilizing **AWS**, **Django**, **Docker**, **MongoDB**, **agile methodologies**, and **Linux servers**.