

# Angela Jimenez

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## EDUCATION

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### Universidad de los Andes

January 2019 – April 2023

#### *Systems and Computing Engineering*

GPA 4.3/5

- Research assistant in the Computer vision laboratory.
- Teaching assistant of algorithm design and analysis: Teach algorithms and how those work to 2nd year students.
- Teaching assistant of Introduction to Systems and Computing Engineering : Taught and help students developing soft skills and programing skills.
- Teaching assistant of Object-Oriented Programming: Developed different projects during advisory to learners of basic Object Oriented programming.

## EXPERIENCE

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### Software Engineering Student Worker, Engine Support

January 2023 – May 2023

#### *Internship at Unity Technologies*

And Feb 2022 – May 2022

- Part of the graphics team in Engine Support, understand topics such as Render Pipeline, GPU, performance, camera, overall rendering and others.
- Test and reproduce different Unity projects in order to develop a solution to an specific graphics problem.
- Scripting and analysis of Unity projects with C# and C++.
- Debug and understand the Unity source code and the projects presented with problems.

### Summer Undergraduate Research Fellowship

May 2022 – August 2022

#### *Internship at Purdue University*

- Part of Experience Driven Optimization of virtual Environments project at the Computer Graphics Technology department (CGT).

### Cognitive Computation engineer and Software developer

June 2021 – Present

#### *half time worker at Banlinea*

- Visual recognition researcher.
- NLP researcher, testing and developing models with python.
- UI/UX and frontend with React.

## RESEARCH PROJECTS

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### Escape VR

July 2022 – Dec 2022

#### *Final Undergrad Project*

- Escape-room online with photon to evaluate collaboration in VR.
- Developed a Unity VR app to evaluate collaboration and interaction on virtual environments.

### Harmony

July 2021 – Dec 2021

#### *Research project*

- Unity use for VR spaces.
- Developed a learning tool of drums with Unity, Oculus and Photon

### Teaching geometry with virtual reality

July 2020 – Dec 2020

#### *Research project*

- Researched education using virtual reality, developed a space and tools in Altspace to interact.
- Used the Altspace space to teach geometry to a selected group of kids.

### Aerophobia meter in virtual reality

January 2019 – July 2019

#### *Research project*

- Unity use for VR spaces.
- Analysis of the psychological impact of spaces in virtual reality as an environment for the development of aerophobia.

## TECHNICAL SKILLS

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**Languages:** Java, C#, C++, Python, SQL (Postgres), JavaScript, HTML/CSS

**Frameworks:** React, Node.js, Flask, JUnit

**Developer Tools / IDE's:** Git, Docker, Unity, Jupyter, Photon.