Angela Jimenez

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Skills

Language: C#, C++, Python, HLSL.
Engines/tools: Unity, Unreal, Git, Postman, Unix/Linux.

Education

Purdue University Aug. 2023 – Dec 2025
MS in Computer Graphics Technology with emphasis on VR/AR and Games *West Lafayette, IN*

Universidad de los Andes Jan. 2019 – Dec. 2022
Systems and Computing Engineering *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.**