Angela Jimenez

(347)238-8566 | West Lafayette, IN | jimen198@purdue.edu | LinkedIn/angelajimenezf | https://angelajimenez.github.io/

SKILLS

Language: C#, Python, Java, JavaScript, C++, HTML/CSS, SQL.
Engines/tools: Unity, Unreal, Git, Postman, Unix/Linux.

EDUCATION

Purdue University   Aug. 2023 – May 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, applying **C#** programming to enhance user interaction and learning outcomes.
- Prepare, teach, and grade Spanish for Undergraduates, utilizing innovative teaching methods to improve student engagement and proficiency.

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 and 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.

Summer Undergraduate Research Fellowship   May 2022 – Aug. 2022
Purdue University
- Made part of the Experience-Driven Optimization of a virtual environments project at the Computer Graphics Technology department (CGT) using **C# and Unity**.

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 25 students develop soft skills and programming skills with tools like **App-Inventor** and **Unity**.
- Object-Oriented Programming: Mentored and guided 40+ students in understanding **Object-Oriented Programming** principles during advisory sessions, resulting in improved project outcomes and increased mastery of **Java programming concepts**.

PROJECTS

RescueCraft   May 2022 – Dec. 2022
Research project
- Developed 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 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** and implemented with tools such as Amazon Web Services (**AWS**), **Django**, **Docker** and **MongoDB**.