

# Angela Jimenez

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## EDUCATION

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### Purdue University

Aug 2023 – May 2025

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

### Universidad de los Andes

January 2019 – April 2023

*Systems and Computing Engineering*

GPA 4.3/5

- Teaching assistant of design and analysis of algorithms: Taught fundamental principals of algorithms to 2nd-year students.
- Teaching assistant of Introduction to Systems and Computing Engineering: Taught and helped students develop soft skills and programming skills.
- Teaching assistant of Object-Oriented Programming: Provided guidance and support to students working on various projects related to Object-Oriented Programming during advisory sessions.

## EXPERIENCE

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### Software Engineering Student Worker, Engine Support

January 2023 – May 2023

*Internship at Unity Technologies*

And Feb 2022 – May 2022

- Entrusted with responsibilities related to various aspects such as Render Pipeline, Graphics Processing Unit, performance optimization, camera functionality, overall rendering processes, and other associated topics.
- Tested different Unity projects and reproduced multiple bugs in order to develop solutions to specific graphics problems.
- Analyzed Unity projects and developed scripts written in C# and C++.
- Debugged projects that presented issues by understanding and utilizing the Unity source code.

### Summer Undergraduate Research Fellowship

May 2022 – August 2022

*Internship at Purdue University*

- Made part of the Experience-Driven Optimization of a virtual environments project at the Computer Graphics Technology department (CGT).
- Used Unity and Photon to develop a virtual environment for desktop and VR with online interaction.

### Cognitive Computation engineer and Software developer

June 2021 – Feb 2023

*half-time worker at Banlinea*

- Visual recognition and Natural Language Processing(NLP) researcher, testing and developing models with Python
- UI/UX and front-end with React.

## RESEARCH PROJECTS

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### Escape VR

July 2022 – Dec 2022

*Final Undergrad Project*

- Developed a Multiplayer Escape-room using Unity and Photon to evaluate collaboration in VR.
- Developed a VR experience to evaluate collaboration and interaction in virtual environments.
- Showcased the project on a game exhibit and conducted a study with 60 participants.

### Harmony

July 2021 – Dec 2021

*Research project*

- Utilized the Unity Game Engine to create and set up a Virtual Reality environment.
- Developed a virtual learning tool using Unity, Oculus, and Photon that enables users to learn how to play the drums in an interactive environment with other users.

### Aerophobia Meter in Virtual Reality

January 2019 – July 2019

*Research project*

- Utilized the Unity Game Engine to design and establish a Virtual Reality environment.
- Examined the psychological effects of virtual reality environments and their potential for diagnosing aerophobia.

## SKILLS

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

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

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

**Languages:** English (C1), Spanish (Native)