Angela Jimenez

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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

Software Engineering Student Worker, Engine Support Jan. 2023 – May 2023
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 – Aug. 2022
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 to co-edit environments.

Software developer June 2021 – Feb 2023
Banlinea

- Visual recognition and Natural Language Processing(NLP) researcher, testing and developing models with Python

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.
- 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

- Developed a Unity virtual reality experience that allows users to collaboratively edit environments for emergency response training from both VR and desktop platforms.
- Implemented real-time editing features for a shared virtual space, encouraging collaborative creativity and efficient project development.

Skills

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.
Lenguages: English (C1), Spanish (Native)