Angela Jimenez

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EDUCATION

Universidad de los Andes   January 2019 – April 2023
Systems and Computing Engineering   *GPA 4.3/5*

EXPERIENCE

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.

Teaching assistant of algorithm design and analysis   July 2021 – Dec 2021
Undergraduate Teaching Assistant at Universidad de los Andes
- Teach algorithms and how those work to 2nd year students.
- Monitored a group of 40 students during a semester and explained DP, graphs and recursive algorithms.

Teaching assistant of Introduction to Systems and Computing Engineering   July 2020 – Dec 2020
Undergraduate Teaching Assistant at Universidad de los Andes
- Taught and helped students with OOP basics and helped students develop soft skills and the ability to socialize.
- Monitored a group of 30 students during a semester so they develop skills in different programs such as Unity.

Teaching assistant of Object-Oriented Programming.   July 2019 – Dec 2019
Undergraduate Teaching Assistant at Universidad de los Andes
- Teaching and helping students with OOP from basics.
- Developed different projects during advisory to learners of basic Object Oriented programming.
- Explored ways to make people, that probably have never coded, understand how OOP works.

RESEARCH PROJECTS

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 drumps with Unity, Oculus and Photon

FreestAIle   January 2021 – July 2021
Research project
- Researched word2vec and NLP's usability,Gained experience using Python and TensorFlow.

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

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.