

# Angela Jimenez

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## EDUCATION

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### Universidad de los Andes

*Systems and Computing Engineering*

January 2019 – April 2023

GPA 4.3/5

## EXPERIENCE

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### Software Engineering Student Worker, Engine Support

*Internship at Unity Technologies*

January 2023 – May 2023

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

*Internship at Purdue University*

May 2022 – August 2022

- Part of Experience Driven Optimization of virtual Environments project at the Computer Graphics Technology department (CGT).

### Cognitive Computation engineer and Software developer

*half time worker at Banlinea*

June 2021 – Present

- Visual recognition researcher.
- NLP researcher, testing and developing models with python.
- UI/UX and frontend with React.

### Teaching assistant of algorithm design and analysis

*Undergraduate Teaching Assistant at Universidad de los Andes*

July 2021 – Dec 2021

- 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

*Undergraduate Teaching Assistant at Universidad de los Andes*

July 2020 – Dec 2020

- 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.

*Undergraduate Teaching Assistant at Universidad de los Andes*

July 2019 – Dec 2019

- 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

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### Escape VR

*Final Undergrad Project*

July 2022 – Dec 2022

- Escape-room online with photon to evaluate collaboration in VR.
- Developed a Unity VR app to evaluate collaboration and interaction on virtual environments.

### Harmony

*Research project*

July 2021 – Dec 2021

- Unity use for VR spaces.
- Developed a learning tool of drums with Unity, Oculus and Photon

### FreestAile

*Research project*

January 2021 – July 2021

- 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.

## 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.

**Lenguages:** English (C1) Spanish (Native)