Angela Jimenez

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Summary

Beginning my PhD in Computer Graphics Technology at Purdue as an **Andrews Fellow** and **Excellence Award** recipient, with prior experience as a Teaching Assistant, Research Assistant, and Unity intern. Skilled in **VR development** with **Unity** and **C#**, currently expanding expertise in **HLSL**, **GLSL**, and **animation** to advance applications of computer graphics across fields.

Education

Purdue University Aug. 2025 – Present
PhD in Technology with emphasis on XR/Games, received a fellowship and Excellence Award. *West Lafayette, IN*

Purdue University Aug. 2023 – May. 2025
MS in Computer Graphics Technology with emphasis on VR/AR and Games GPA: 4/4 *West Lafayette, IN*

Universidad de los Andes Jan. 2019 – April 2023
BE in Systems and Computing Engineering (ABET-accredited) GPA: 4.36/5 *Bogota, Colombia*

Experience

Research Assistant Jan. 2024 – Present
Purdue University

- Designed animations with blending, synchronized to voice and user interactions.
- Developed an immersive Japanese-learning environment in **Unity**, integrating **text-to-speech** for testing, design, and interaction.
- Scripted educational activities in **C#** to enhance interaction and learning outcomes.

Software Engineering Intern Jan. 2023 – May 2023
Unity Technologies, Development Support, Supervisor: Victor Riascos And Feb. 2022 – May 2022

- Entrusted with responsibilities related to various aspects of Computer Graphics such as performance, optimization, shaders, 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 as well as reviewed **HLSL** shaders performance and functionality.

Summer Undergraduate Research Fellowship May 2022 – Aug. 2022
Purdue University, Advisor: Dr. Christos Mousas

- Made part of the Experience-Driven Optimization of a virtual environments project at the Computer Graphics Technology department (CGT) using **C# and Unity**.

Projects

Human-AI Co-Design in VR June 2024 – May 2025
Master's Thesis, Advisor: Dr. Christos Mousas. Paper acceted in ISMAR 2025. *Purdue University*

- Developed a VR environment in **Unity** using **C#**, where an AI agent co-designed a living room layout with users based on a **cost algorithm**.
- Implemented optimization-based object placement, allowing users to contribute to design decisions.
- Studied user perceptions of AI collaboration on design efficiency and satisfaction in the **VR** environment.
- Optimized VR performance, using **trigonometry** and a **2D SAT** for efficient collision and distance calculations.

Escape VR July 2022 – Dec. 2022
Final Undergrad Project, Advisor: Dr. Pablo Figueroa *Universidad de los Andes*

- Developed a Multiplayer Escape-room using **Unity and Photon** to evaluate collaboration and interaction in virtual environments using **C#** for logic scripting.
- Showcased the project on the biggest games and fantasy exhibit (SOFA) in Colombia and conducted a study with 60 participants.

Technical Skills

Languages: C#, Python, Java, SQL (Postgres), JavaScript, HTML/CSS, C, C++
Frameworks: React, Node.js, Flask, JUnit
Developer Tools / IDE's: Git, Docker, Unity, Jupyter, Photon.