

# Angela Jimenez

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## EDUCATION

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### Purdue University

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

### Universidad de los Andes

*Systems and Computing Engineering*

Aug. 2023 – May 2025

*West Lafayette, IN*

Jan. 2019 – Dec. 2022

*Bogota, Colombia*

## EXPERIENCE

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### Software Engineering Student Worker, Engine Support

*Unity Technologies*

Jan. 2023 – May 2023

And Feb. 2022 – May 2022

- Entrusted with responsibilities related to various aspects of Computer Graphics such as performance optimization and 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.

### Summer Undergraduate Research Fellowship

*Purdue University*

May 2022 – Aug. 2022

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

### Software Engineer

*half-time worker at Banlinea*

June 2021 – Feb 2023

- Visual recognition researcher and Web developer using **Javascript** and **React**.
- NLP researcher, testing and developing models with **Python** (**Tensorflow** and **SKLearn**).

### Undergraduate Teaching Assistant

*Universidad de los Andes*

Aug. 2019 – June 2021

- 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 25 students develop soft skills and programming skills with tools like **App-Inventor** and **Unity**.
- Object-Oriented Programming: Mentored and guided 40+ students in understanding **Object-Oriented Programming** principles during advisory sessions, resulting in improved project outcomes and increased mastery of **Java programming concepts**.

## PROJECTS

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### Escape VR

*Final Undergrad Project*

July 2022 – Dec. 2022

- Developed a Multiplayer co-op Escape-room using **Unity** and **Photon** to evaluate collaboration and interaction in virtual environments. Involving over 60 players in 3 scenarios for user experience assessment.
- Showcased the project on the biggest games and fantasy exhibit (SOFA) in Colombia and conducted a study with 60 participants.

### RescueCraft

*Research project*

May 2022 – Dec. 2022

- Developed a Unity virtual reality experience that allows users to collaboratively edit environments in real-time for emergency response training in both VR and desktop platforms, using **C#** for logic scripting.

### Software Architecture for Gnosoft

*Developing a solution for a real life scenario*

Jan. 2021 – May 2021

- Utilized tools such as Amazon Web Services (**AWS**), **Django**, **Docker** and **MongoDB** to develop a tool for +25 schools with outdated infrastructure, managing over 5000 students' data efficiently.
- The project involved working with +5 different architectural patterns, **data management** of over 100 TB and security, using across 10 **Linux** servers and effectively communicating through IP and SSH protocols.

## SKILLS

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**Technical:** Unity, C#, Python, Java, JavaScript, C++, MRTK, Dart, HTML/CSS, SQL (Oracle), Git, Unix/Linux