Dariel Jael Vidal Cotto

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EXPERIENCE

Outcome Project, Puerto Rico — *Computer Science Internship*

FEBRUARY 2021 - JUNE 2021

- Converting Data Dictionary and turn it into a Data Frame.
- Developed a user-friendly Financial Calculator web app to create the visualization of the calculations and data, using Shiny app, R programming language, CSS, and BOOTSTRAP.
- Participated in a part-time, 7-wk practice

Undergraduate Software Development Intern at the Arecibo Observatory — *Computer Science Internship*

JUNE 2021 - AUGUST 2021

- Participated in a 9-wk program for selected students.
- Research on CARLA project dedicated webpage at the Arecibo Observatory.
- Developed a user-friendly webpage to improve the visualization of the information and data related to the CARLA project, using Drupal (CMS) software as well as HTML, CSS, JAVASCRIPT, and BOOTSTRAP.
- Implemented Project Management principles

EDUCATION

Inter American University of Puerto Rico, Bayamón Campus — *Computer Science Bachelor's Degree / Minor in Video Game Design and Development*

AUGUST 2016 - MAY 2022

GPA: 3.61

CERTIFICATES

XR Terra Unity VR Developer Bootcamp – *Unity Engine*

MARCH 2022 – MAY 2022

- 8–wk bootcamp

- Worked with developers and designers in a VR Coop Game with single player storyline and multiplayer implementation using Normcore, utilizing free assets and VR interactions with UI elements in 3D space.

- Worked with a VR game, where you can test and shoot different magic powers to enemies depending on which cube you absorbed.

PROGRAMMING LANGUAGES

C#

C++

HTML

CSS

Bootstrap

SQL

R

SKILLS

Problem solving.

Time management and organization.

Writing and verbal presentation skills.

Team Worker.

COMPUTER PLATFORMS

Microsoft Office

Microsoft Visual Studio

R Studio

Atom

GAME ENGINES

Unity Engine

Unreal Engine

Godot Engine

LANGUAGES

Spanish and English

XR Terra Foundations Developer Bootcamp – *Unity Engine*

FEBRUARY 2022 – MARCH 2022

- 4-wk bootcamp
- Worked with Unity Engine Basic Concepts and C#
- Worked with the new input systems and using XR Interaction Toolkit.
- Created a Retro Hack Project

UDEMY Unreal Engine VR Development Fundamentals – *Unreal Engine*

JANUARY 2022 – JANUARY 2022

- Worked with Unreal Engine VR Basic Concepts and C++.
- Worked with UE4 UI System so the player can interact.

UDEMY Unreal Engine 4: C++ Developer – *Unreal Engine*

JUNE 2020 – AUGUST 2020

- Worked with Unreal Engine Basic Concepts and C++.
- Worked with UE4 UI System and AI simple Animation for enemy and player character.
- Created a Toon Tank Project where player must destroy all turret.
- Created a Third Person shooters.

UDEMY Unreal Engine 4: Level Design with Landscapes – *Unreal Engine*

AUGUST 2020– AUGUST 2020

- Worked with all the Landscape tools of UE4
- Learned How to create my very own landscape by using assets and landscape tools.

VOLUNTEER EXPERIENCE

Hip Hop International – *Community Service*

AUGUST 2018 – AUGUST 2018

Volunteered as staff at the Hip-Hop International event directed by GOP Academy.