

Diego Isaiah Ochoa

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Education

Bachelor of Science in Computer Science
The University of Texas at Dallas, Richardson, TX

Expected Graduation: May 2023
GPA: 3.557

Skills

Languages: C#, Java, C++

Development: Unity, Visual Studio, Eclipse

Academic Projects

Raycast game engine: created a game engine in java that utilizes raycasting to render out the world and characters.

Conway's game of life circuit board: designed an efficient recreation of Conway's Game of life using logic gates.

Java API system: calls a website's API system and reads the JSON data.

Personal Projects

Unity state machine system: created a scripting system for unity that controls all aspects of the game with state machines.

Genetic algorithms AI path finder: bots that use genetic algorithm to find a path around a track

Wave function collapse art generator: given an art piece based on a 2D tile set, it creates a similar image by contextualizing what tiles can be next to each other.

3D FPS movement system: based on Titan Fall movement system, features sliding, wall running, momentum and grapplehook .

Work Experience

University of Texas at Dallas
Recreational Center Attendant

2022-2023: Managed and cleaned gym areas, as well as sign in gym guests and managed phone calls.

University of Texas at Dallas
Unity Programmer

2019-2021, School Year: Work as a Unity C# programmer creating scripts on a project to teach students physics. My primary task was creating a graph system to display displacement, velocity, force, and acceleration over time.

Crowley Independent School District
Maintenance and Repairs

Summer of 2018-2021: Diagnosed, ordered parts, and repaired disabled laptops. Prepared new laptops for incoming students to be ready use on first day of school. Close communication with Dell EMC TechDirect.

Academic Activities

Student Game Developer's Associations
Hack UTD 2021/2022

Itch Portfolio:

<https://diego-ochoa.itch.io/>