

# ANDRES OVALLES

## CS GRADUATE

### CONTACT

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### HARD SKILLS

C# and Java  
OOP  
Data Structures  
Algorithms  
REST APIs, JSON  
SQL (MS SQL)  
Git/Github  
ASP.NET, Blazor  
Microsoft .NET  
Docker  
Azure/AWS  
3D Math  
Microsoft Office Suite

### SOFT SKILLS

Technical Writing  
Agile/Scrum  
Team Oriented  
Critical Thinking  
Problem-Solving  
Ethics Training  
Customer Service  
Spanish (Fluent)

### EDUCATION

**BS Computer Science** 2020-2024  
Worcester State university – Worcester, MA

### EXPERIENCE

**Games QA Tester** 2024-Present  
Conducted comprehensive software testing, including functional, exploratory, usability, compatibility, and regression testing, to ensure the quality and stability of gaming projects. Collaborated with cross-functional teams to understand project goals and testing strategies, as well as delivering concise and actionable bug reports, incorporating root cause analysis and constructive feedback.

### PROJECTS

**VR Research Intern**  
Designed Virtual Reality activities in Unreal Engine for WSU's studies on human perception and cognition. Notable features: implementation of MetaXR SDK for hand and eye tracking, file management system, and data visualization tools.

### Esport Teams Website

Blazor web app that ranks R6 esports teams according to a custom Elo engine. Developed using .NET and the Entity Framework core, with MS SQL server for data management. The project utilizes RESTful APIs to fetch and display players, teams, and tournament data.

### Online Library

CRUD web app using the ASP.NET framework for a mock university library that uses MySQL to manage book listings and admin user requests.