ANDRES OVALLES
CS GRADUATE

CONTACT

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HARD SKILLS

C# and Java
OOP
Data Structures
Algorithms
REST APIs, JSON
SQL
DB Design
Git/GitHub
ASP.NET, Blazor
Microsoft .NET
Docker
Azure/AWS

SOFT SKILLS

Technical Writing
Communication
Agile Development
Team Collaboration
Critical Thinking
Problem-Solving
Attention to Detail
Ethics Training
Customer Service
Spanish (Fluent)

EDUCATION

BS Computer Science   2020-2024

Worcester State University – Worcester, MA

EXPERIENCE

Games QA Tester   Richardson, TX   2024-Present

Performed comprehensive software testing, including functional, exploratory, compatibility, and regression testing, to ensure the quality and stability of video-game projects. Collaborated with cross-functional teams to understand project goals and testing strategies, as well as deliver concise and actionable bug reports in Jira, that aim to incorporate root cause analysis and constructive feedback.

PROJECTS

VR Research Intern

Designed Virtual Reality activities in Unreal Engine 5 for WSU's studies on human perception and cognition. Notable features: implementation of MetaXR SDK for hand-eye tracking, file management system, and data visualization tools.

Esport Leaderboard Website

Blazor CRUD webapp with cookie-based authentication. Developed using .NET9 and EF Core, MSSQL, and deployed on Azure. It features dynamic team management, user roles, and team/region statistics and history.

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.