

ANDRES OVALLES

CONTACT

<https://airgonautt.github.io>

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SOFT SKILLS

Technical Writing

Agile/Sprints

Team Oriented

Scrum Workflow

Ethics Training

Customer Service

Spanish

HARD SKILLS

C# and Java

Backend Systems

Data Structures

Algorithms

REST APIs

Relational Databases

3D Math

Microsoft Office Suite

Microsoft .NET

Docker

Git

EDUCATION

BS Computer Science

2020-2024

Worcester State university – Worcester, MA

INTERNSHIPS

VR Cognition research

2022-2024

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 within Unreal blueprints, 3D math calculations and algorithms

PERSONAL PROJECTS

Online Library

CRUD web app using ASP.NET framework for a mock university library using MySQL to manage a book inventory system.

Esport Team Leaderboard

Blazor webapp that ranks r6 pro teams according to my custom Elo engine. Developed using .NET and the Entity Framework core, with MS SQL server for data management. The project utilized RESTful APIs to fetch and display live data, enhancing user engagement with up-to-date match results.

Android Idle game

Simple idle counter game developed in Android studio. Use of Java and Kotlin for the touchscreen tap counter and use of AndroidX API's to display system notifications and calendar milestones to the user.