

ANDRES OVALLES



508-579-7329



eovalles.andres@gmail.com



Worcester, Ma



<https://airgonautt.github.io>

ABOUT ME

I am a Computer Science student with interest on web design and game development. Full of curiosity, I am driven by my sense of wonder and responsibility, and will always give it my best on every challenge I face. I can work independently and in cooperation with others, and possess strong customer service skills.

SOFT SKILLS

Verbal communication, Technical writing,
Punctuality, Team player, Ethical behavior, Spanish

HARD SKILLS

C#, Java, CSS & HTML, Unity, Blender.

HOBBIES

Game Design

I like coming up with tabletop and card game mechanics. I am also working on a small Unity game for mobile devices.

Blender

I am fond of 3D modeling and like sculpting and coloring meshes for my own projects.

Literature

I am an avid reader, be it novels or comic books, I fall easily for a good story.

EDUCATION

Worcester State University

CS Major – 2020 - present

- Data Structures: Linear, Hash, Trees
- Database design: MySQL
- Java applications
- Unix systems

Free Code Camp

Responsive web design – 2021

- CSS: styles, media query, grid & flexbox
- HTML: design principles & applied accessibility

PROJECTS

VR ROOM

I'm currently a research assistant for WSU's study on virtual reality. I help with data collection and work with the biology faculty in designing and scripting events in Unreal Engine for further tests of human perception through VR.

ONLINE LIBRARY

Created a mock dynamic website using the ASP.NET framework where I could add, edit, remove, and search book listings from my local Microsoft SQL database through a friendly front-end UI with Bootstrap.

PASSWORD MANAGER

C# console application that generates and stores passwords for different services. The generator can be adjusted so that the passwords meet a given criteria and then hashes the strings before saving them on a database.