Alejandro Jaimes

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EDUCATION

University of Central Florida — Orlando, FL
*Bachelor of Science in Computer Science, **GPA: 3.75*** — *May 2027*

PROJECTS

Talk to the Hand | *C#, Python, Unity, OpenCV, Mediapipe* — Oct 2025
- Developed a 3D shooter game with integrated computer vision hand-tracking system using **OpenCV** and **Mediapipe**, enabling gesture-based gameplay controls.
- Optimized hand gesture recognition improving directional accuracy by **20%** using mathematical equations.
- Programmed a shield mechanic that reduced Game Overs by **30%**, increasing player engagement by **10%**.
- Implemented **4** enemy behaviors and target interactions using **Unity's** physics and scripting APIs.

Next Step | *React, Tailwind, Next.js, TypeScript, Python, Vapi* — Sep 2025
- **3rd place winner** of **State Farm's Sponsor Challenge** at Shell Hacks 2025 out of **50** projects considered.
- Created an AI voice agent that delivers interactive insurance quizzes with real-time scoring (0-100) and personalized feedback across **3** insurance categories.
- Implemented backend services to process and structure conversational data generating dynamic agent responses, reducing response time by **66%** using **Python**, integrated with the **Vapi** API.
- Built frontend, creating **7** interactive components for optimal experience with **TypeScript**, **Next.js**, and **React**.

AstroDog | *C#, Unity* — Sep 2025
- **Project Lead** of a **3**-person team to develop a 2D Run-n-Gun space game in **32** hours during a Game Jam.
- Programmed in **C#** realistic space physics for player movement and power-up interactions with enemies.
- Directed task management techniques, increasing production by **30%**, using timely delivery and collaboration.
- Presented live demo to **30+** attendees, achieving **50%+** conversion rate with **15** downloads on itch.io.

Tricky Treats | *C#, Unity* — Oct 2024
- Independently developed a Halloween-themed 2D platformer game in **one month** using **Unity**.
- Programmed scripts for movement and AI mechanics, implementing **3** different movement patterns in **C#**.

EXPERIENCE

Vice President — Jul 2025 - Present
Graphics Programming Knights — *Orlando, FL*
- Established Graphics Programming Knights club, growing membership to **160+** students through programming workshops, learning activities and community socials.
- Organized and executed a community-wide Render Jam competition resulting in **40+** participants and **5** projects.
- Deliver **two workshops per semester** on pathways into graphics programming, covering topics such as essential mathematics, game development engines, and supporting tools/utilities with attendance of **20+** students.
- Expanded club reach by **40%**, establishing partnerships to have workshops and hackathons with **3** organizations.

Software Engineering Mentee — Aug 2025 - Present
Knight Hacks — *Orlando, FL*
- Developing an **SNES emulator** in **C++** and **SDL2** using low-level systems programming techniques, modeling the 65C816 CPU, registers, status flags, and reset behavior.
- Completed **5** technical workshops in ML, Game Development, and Systems, improving technical proficiency in **Python**, **C++**, and **C#**, applying learned concepts in **Talk to the Hand**'s model and **AstroDog**'s physics.

TECHNICAL SKILLS

Languages: C, C++, C#, Java, HTML, CSS, JavaScript, TypeScript, Python, Assembly
Tools: Git, GitHub, Unity, Windows, Linux, Next.js, Node.js, Tailwind, React, OpenCV, Mediapipe, Flask, Vapi, Unreal Engine, Blender, Three.js, SLD2, OpenGL