

Alejandro Jaimes

alejaimes.dev | alejaimes300912@gmail.com | [linkedin.com/in/alejandro-jaimes-coco](https://www.linkedin.com/in/alejandro-jaimes-coco) | github.com/alecocosette

EDUCATION

University of Central Florida

Bachelor of Science in Computer Science

Orlando, FL

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 with a 2-second regeneration system to balance gameplay challenge and player engagement.
- 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 quizzes users on multiple insurance categories through hands-on pressure scenarios with a results page providing you a score ranging from 0 to 100, providing immediate educational feedback.
- Implemented backend services to process and structure conversational data generating dynamic agent responses by having different questions each time in **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.
- Showcased a live demo to audience of over **30**, describing the full development, getting downloaded by **15+**.

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

Orlando, FL

Graphics Programming Knights

- 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.

Operations Member

Aug 2025 - Present

Orlando, FL

Knight Hacks

- Strengthened systems programming abilities by exploring emulation and low-level development techniques, now building an SNES emulator set for release in 2026.
- 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