Alexander Angulo Rios

anguloriosalexander@gmail.com | (707) 384-3621 | github.com/alexarios | alexarios.github.io

EDUCATION

University of California, Berkeley   Aug 2020 – May 2024

B.S. Electrical Engineering & Computer Science   GPA: 3.5

- **Coursework:** CS61A Structure & Interpretation of Computer Programs; EECS16A Designing Info Devices & Systems I; CS61B Data Structures; EECS16B Designing Info Devices & Systems II; CS61C Machine Structures; CS70 Discrete Math & Probability Theory; CS170 Efficient Algorithms and Interactable Problems; EPS109 Computer Simulations with Jupyter Notebooks; CS188 Intro to Artificial Intelligence; CS189 Intro to Machine Learning; CS169A Intro to Software Engineering

EXPERIENCE

Experience Expert | Meta   Menlo Park, CA

BDS Connected Solutions   Aug 2024 – Present

- Currently working as an AR/VR experience specialist on BDS's Meta US team.
- Conducted hands-on demonstrations of Meta's AR/VR products during Connect 2024, its largest annual conference.

Project Manager/Lead Designer   Berkeley, CA

GamedayVR   May 2022 – Apr 2023

- Led a team of game developers in creating AR/VR experiences using Unity and UnrealEngine.
- Developed and managed several interactive experiences for AR/VR arcade installations around the Bay Area, where I also served as a guide and performed troubleshooting on equipment.
- Worked with various headsets and platforms including the Oculus Rift, HTC Vive, Valve Index, and Meta Quest.
- Maintained and implemented a variety of supplemental technologies including motion simulator chairs, gun haptics, and driving/flying simulator controls.

XR Club Officer/Project Manager | HandIF   Berkeley, CA

Extended Reality @ Berkeley   Sep 2021 – May 2024

- Founded Hand Interaction Framework, a virtual reality project focused on hand-tracking & haptics.
- Coordinate weekly work-sessions to design and develop an accurate hand-interaction API in the form of a Unity Asset for the Oculus Quest 2 platform.
- Worked as an officer in helping coordinate social club events as well as assisting in vr development workshops.

Technology Maintenance   Fairfield, CA

Three Restaurant   June 2020 – Jan 2022

- Set up and maintained a cloud-based point-of-sale system with multiple Clover Android devices.
- Improved sales via synced online ordering, leading to an additional 5-10% in monthly revenue.
- Managed network-based digital signage for TV menus, promotions, and other media.

SKILLS

- **Programming:** Python, C#, C, Java, SQL, NumPy
- **Software:** Unity, Unreal Engine, Blender, 3ds Max, Git, Jupyter Notebook,
- **Languages:** English, Spanish
- **Game Design**
- **Project/Team Management**