




Ariel Riveros







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Master in Computer Science Student at University of Chile, interested in Computer Graphics and Web Development

Education

- **Master of Computer Science** 2023 - Present
Universidad de Chile, Santiago de Chile Chile
- Thesis: Web-Based Annotation of Repetitive Patterns in 3D Archaeological Objects
- **Engineer's Degree in Computer Science** 2019 - Present
Universidad de Chile, Santiago de Chile Chile
- **Bachelor of Engineering in Computer Science** 2019 - 2022
Universidad de Chile, Santiago de Chile Chile

Professional Experience

- **Teaching Assistant** Aug 2023 - Present
Universidad de Chile Santiago de Chile
- Teaching Assistant for the Course Modeling and Computer Graphics for Engineers.
- Python OpenGL
- **Teaching Assistant** Mar 2023 - Jul 2023
Universidad de Chile Santiago de Chile
- Teaching Assistant for the Course Game Engine Architecture.
- C++ Unreal Engine
- **Game Developer** Apr 2022 - Mar 2023
AOne Games Santiago de Chile
- Various tasks which include: preparing 3D assets made by the artist for the game, bug fixing and networking. Most notably, I was tasked on the development of a game's Battle Pass system, which included frontend and backend implementation using PlayFab and Azure services.
- C++ Unreal Engine PlayFab Azure
- **Developer, Internship** Mar 2022 - Jul 2022
Wizz Santiago de Chile
- Development of a web application that allows dental health professionals to virtually place brackets on a 3D model of a patient's mouth. This task was carried in the context of the Software Project Course at the University of Chile.
- JavaScript React ThreeJs Python Django PostgreSQL
- **Backend Developer, Internship** Jan 2022 - Feb 2022
Alloxentric Santiago de Chile
- Development of an internal API which would then connect to third-party APIs from communication services (such as Whatsapp or Telegram) so that the company could offer its clients a service to send messages to their customers through their internal API.
- Python Flask Quart Telethon Docker
- **Full Stack Developer, Internship** Jan 2021 - Apr 2021
WOM Chile Santiago de Chile
- Development of a web application for the company's internal use with the purpose of displaying a team's KPI.
- Typescript React Recharts NodeJs Express MySQL

Certificates and Honors

- 2022 **Introduction to C++ Programming and Unreal**, Coursera
2022 **Honors Student**, Universidad de Chile

Skills

Languages English | Spanish
Tech Stack Typescript (React) | Javascript (Express, Mongoose) | Python (Django, Flask, Quart) | C++ (Unreal Engine, Modern OpenGL, Vulkan)
Personal Interests Music Playing and Composition | Videogames | Movies and Shows