Ariel **Riveros**

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

Education

Master of Science in Computer Science   *2023 - Present*
Universidad de Chile, Santiago de Chile   *Chile*
• Thesis: Web-Based Annotation of Repetitive Patterns in 3D Archaeological Objects

Computing Engineering   *2019 - Present*
Universidad de Chile, Santiago de Chile   *Chile*

Bachelor of Engineering Science in Computing   *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 whith 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