

Anjelica Avorque

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Education

The University of Texas at Dallas

B.S. in Computer Science

Richardson, TX

Expected Dec 2022

Dallas College

A.S. in Computer Science, 3.38/4.0 GPA

Dallas, TX

May 2020

Skills

Language and Libraries Java, JavaScript, HTML/CSS, C++, React, Node.js, Next.js, Python

Tools and Frameworks Git, Tailwind CSS, Adobe XD, Figma, Vim, Vercel, Unity, Unreal, Google Maps API

Relevant Coursework Data Structures and Algorithms, Computer Architecture, Probability and Statistics, Software Engineering
Linear Algebra, C/C++ Programming in a Unix Environment, Advanced Algorithm Design and Analysis

Relevant Experience

Center for Brain Health

Game Development Intern

Dallas, TX

Mar. 2021 - Present

- Working as part of the Emerging Tech Lab to develop Charisma, a virtual simulation platform

EJ Smith Construction

Consultant Intern

DeSoto, TX

Feb. 2020 - May 2020

- Reviewed and performed a software evaluation of the company's existing software
- Advised the company on how they can optimize data transfer between software such as Excel, Esub, and Sage 100

Hunt Oil Company

Consultant Intern

Dallas, TX

Sept. 2018—Nov. 2018

- Researched artificial intelligence, machine learning and failure prediction
- Presented suggestions on how the company can implement artificial intelligence and failure prediction in their oil and wind sectors using IBM Maximo, Energy.ML and Utopus Insight's Pulse

Projects

Squirrel Pantry — Interactive Website with Chat Bot and Google Maps

Git, JavaScript, React, Bootstrap, Node JS, CSS

HackUTD 2021

Feb. 2021

- Worked in a team of three to develop a website with an interactive Kommunicate Chat Bot and Google Maps window
- Developed the website's front-end and implemented the Google Maps API to display clinics and hospitals within Texas
- Assisted in integrating Kommunicate's Chat Bot API to the website's front-end
- Deployed the site through Vercel

Explore Cities — React Bootstrap Website

Git, JavaScript, React, Bootstrap, Node JS, CSS

Codubee Fall 2020

Oct. 2020 - Jan. 2021

- Collaborated in an Agile team of five to create an interactive web application
- Developed the site's 'Features' component
- Implemented routing to the website to allow for more efficient site navigation

Pumpkin Princess — 2D-Side Scroller Platform Game

Git, Unity, Adobe Photoshop, Clip Studio Paint

HackUTD GameJam 2020

Oct. 2020

- Worked in a team of five to create a 2D platformer game with an interactive and responsive user interface
- Oversaw the game's art direction and character animations
- Achieved Best Design category and ranked 7th out of 124 teams overall
- Generated 5,000 + impressions and 160+ playthroughs within the first three days

Extracurriculars

Association of Computing Machinery

Design Officer and Community Staff

Sept. 2020 - Present

- Designed brand assets for ACM's Hacktoberfest collaboration that garnered over 400+ participants
- Engaged ACM Discord's 1700+ members through organizing community events like movie and game nights

UX Club

Designer

Oct. 2020 - Present

- Organized and hosted the 2021 UXperience Conference that garnered over 140 students and professionals from across the country and abroad
- Designed brand assets and marketing material for the 2021 UXperience Conference