Anjelica Avorque

✉ aga170330@utdallas.edu | ⌂ evanjelica.github.io | ⬚ evanjelica | in anjelica-avorque

Education

The University of Texas at Dallas   **Richardson, TX**
Bachelor of Science in Computer Science, GPA: 3.398/4.0   Expected Dec 2022

Skills

Language and Libraries   Java, JavaScript, HTML/CSS, C++, 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

UTD Multimodal Interaction Lab   **Dallas, TX**
Undergraduate Researcher   May 2021 - Present
- Working as an undergraduate researcher to perform research on Virtual Reality, Haptics and Human-Computer Interaction.
- Developed an interactive, multiplayer virtual reality game using Unity.

Center for BrainHealth   **Dallas, TX**
Game Development Intern   Mar. 2021 - Present
- Working as part of the Emerging Tech Lab to assist in developing Charisma, an interactive virtual training platform.

Dialexa EDU   **Dallas, TX**
UTD Student Representative   Feb. 2021 - Apr. 2021
- Proposed a news aggregator and event management platform to encourage civil participation in the Dallas area.
- Performed business analysis and market research on potential competitors.
- Researched and proposed tech stacks, designed interaction diagrams to demonstrate platform services and user interaction, and created a prioritization road map.

Hunt Oil Company   **Dallas, TX**
Consultant Intern   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

To The Top! — Virtual Reality 3D Building Block Game   **Multimodal Interaction Lab**
Git, Unity, Visual Studio, Leap Motion, C#, Photon   May 2021
- Worked in a team of three to create a virtual reality building block game
- Integrated Leap Motion with Unity to allow for hand tracking
- Worked on UI Design for the Main Menu and developed scripts to allow for hand tracking controls

Environeers — Web App that tracks Acts of Environmentalism   **Freetail Hacker's Learnathon**
Git, Github Pages, VSCode, HTML, CSS, JavaScript, TypeScript, Firebase   Mar. 2021
- Worked in a team of four to create an interactive web application that tracks acts of environmentalism
- Developed the site's front-end by creating the Login page, Landing page and About page through HTML, CSS and JavaScript
- Connected the Login page to the backend server and deployed the site through Github pages
- Achieved overall Best Design category

Pumpkin Princess — 2D-Side Scroller Platform Game   **HackUTD GameJam 2020**
Git, Unity, C, Adobe Photoshop, Clip Studio Paint   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   **Sept. 2020 - Present**
Design Officer and Community Staff
- Designed brand assets for ACM's Hacktoberfest collaboration that garnered over 400+ participants

UX Club at UTD   **Oct. 2020 - Present**
Designer
- Organized the 2021 UXperience Conference that garnered over 140 students and industry professionals from across the country and abroad
- Oversaw design for brand assets and marketing material for the 2021 UXperience Conference