# Anjelica Avorque

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Portfolio: <a href="https://evanjelica.github.io/">https://evanjelica.github.io/</a> https://www.linkedin.com/in/anjelica-avorque/ | https://github.com/evanjelica

### **EDUCATION**

The University of Texas at Dallas, Richardson, TX

**Expected Graduation May 2022** 

Bachelor of Science Computer Science

**Dallas College,** Dallas, TX

GPA: 3.0 *May 2020* 

Associate of Science Computer Science

#### **SKILLS**

- Languages: Java, JavaScript, HTML/CSS, React, Node JS, C++, Python.
- Frameworks and Tools: Git, GitHub, Unity, Unreal.
- Other skills: Graphic Design, Adobe Photoshop, Adobe XD, Adobe Illustrator, Final Cut Pro, 2D Animation.

# RELEVANT EXPERIENCE

# • EJ Smith Construction Consultant Intern <u>DCCCD mINiTERN</u>

February 2020—May 2020

- o Reviewed and perform a software evaluation of the company's existing software
- o Provided recommendations on how the company can optimize their current software
- o Recommended online meeting platforms for the company to use at the start of Covid-19

# • Hunt Oil Company Consultant Intern <u>DCCCD mINiTERN</u>

September 2018—November 2018

- o 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

#### **PROJECTS**

# • Explore Cities Website **Codubee**

October 2020-January 2021

- Worked with a team of five to create an interactive web application
- o Created the site's Features component with React, JavaScript and CSS
- o Added routing to the website to allow for more efficient site navigation with React Router
- O Used JavaScript, React, HTML/CSS, Node JS, ZipCode API, Git, GitHub

#### Pumpkin Princess: Curse of the Pumpkin Patch HackUTD GameJam

October 2020

- o Worked with a team of five to create a 2D platformer game with an interactive and responsive UI
- o Won Best Design category
- Placed 7<sup>th</sup> out of 124 teams overall
- Game received 5,000+ impressions and 160+ playthroughs within the first three days
- o Produced the art and animation with Adobe Photoshop, Clip Studio Paint and Git

# **RELEVANT COURSES**

Programming in C++ and Java	Organization of Programming Languages*	Software Engineering*
Probability & Statistics	Data Structures and Algorithm Analysis	Discrete Math 1 & 2
Computer Architecture	Advanced Algorithm Design and Analysis*	C/C++ in Unix Environment*

\*in progress

# **EXTRACURRICULARS**

# • ACM UTD | Community Staff and Design Team

August 2020—Present

- o Designed brand assets for ACM x DigitalOcean HacktoberFest which had 400+ participants
- O Assisting in keeping the ACM Discord engaged by organizing events for its 1200+ members
- UX Club UTD | Designer

October 2020—Present

- O Designing brand assets and marketing material for the UXperience 2021
- O Designing graphics for the organization's events
- Comet Life UTD | Graphics Team

October 2020—Present

- O Designing graphics for Comet Life's merchandise and marketing
- O Designed Comet Life's Christmas 2020 Merch release and assisted planning it's marketing