

# Anjelica Avorque

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## Education

### The University of Texas at Dallas

Bachelor of Science in Computer Science, GPA: 3.398/4.0

Richardson, TX

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

### Enviroeneers — 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