

# Jason Almaraz

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## Education

University of California, Irvine, Irvine, CA

B.S. Informatics (ICS) - Specialization in Human Computer Interaction, Minor in Management June 2020

Overall GPA: 3.72, Dean's Honors List – 6 quarters.

VR Lab Tutor: engaging in research in UCI's CALIT to create simple VR tutorials for lab equipment Jan 2018 -Present

## Technical Skills

Language: Python, Java, HTML, CSS, AngularJS, Express, Ionic, JavaScript and fluent in Spanish. Proficient in Unity, Microsoft, Google Applications, and Blender. Experience with Tableau, Sketch and Axure.

## Work Experience

**Virtual Reality Operator (GameMaster - Supervisor), Alien Descent, Orange, CA** Mar 2018 - Present

- Assist in providing an immerse free-roaming VR experience based on the Alien franchise.
- Experience with Opti Track motion capture software, Oculus Rift HMD, StrickerVR weapon technology and Unreal Game Engine.
- Troubleshoot technical problems involving Oculus headset and motion trackers.

**Park Attendant, Knotts Berry Farm, Buena Park, CA** Jun 2016 – Sep 2016

- Assisted guest with information and guidance as well as ensured the park's overall cleanliness.
- Maintained relationships with guest in a high-volume environment to provide for the best experience possible in a safe and clean theme-park.

**Detailer, Double A Detailing, Anaheim, CA** Jan 2012 – Jan 2016

- Made sure the exterior and interior of each car looked in top condition. Task included polishing and drying windows, vacuuming mats by hand, and engaging with customers to meet their needs.
- Handled additional tasks such as filing paperwork, marketing and organization of payroll.

## Projects

**Natural Ventilation System** Jul 2015

- Created combination of fan driven vacuum ventilation and motor driven window operation to utilize naturally occurring weather condition to improve airflow. Python, Raspberry Pi, SolidWorks.
- Awarded Judge's Choice Award from UCI ASPIRE/INSPIRE program based on "shark-tank" style presentation.

**Sleep Tracker Mobile App** Dec 2018

- Developed a mobile app for tracking sleep and sleepiness using Ionic 4 framework, SASS, and AngularJS

**Spotify Browser in AngularJS and Express** Nov 2018

- Developed a frontend interface using Spotify's API to create a webpage and a backend server to browse music

**VR Group Therapy Application** March 2019

- Assisted in developing a VR Group Therapy scheduling application through Ionic 4, AngularJS, and SASS. Engaged in user research, usability testing, and engaged in human centered design methods.