

Oswaldo Jimenez

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Experience

Electronic Arts (Industrial Toys Studio)

Summer 2020

Title: Software Engineer Intern | C++, UE4, Perforce, Jira

- Developed a stats system in C++ based on UE4's *GameInstanceSubsystem* class and on top of pre-existing code
- Made the stats system to be generic and easy to use, and easily modifiable in current or future projects.
- Created a powerup in Blueprints for a current project of the studio. Specifically, a drone that reacted to other actors in the game world, spawned by player input and with a lifetime

Education

The University of Texas at Austin, Austin, TX

Graduation: Summer 2021

Degree Plan: BSA in Computer Science

GPA: 3.41

Bridging Disciplines Program: Digital Arts & Media Certificate

Projects

- [Aire](#) | C++, UE4, Gitlab, GarageBand Spring 2021
Current project. Working on all aspects of a small action-adventure game: character movement, level design, narrative, GUI, sound/music to list a few.
- [Freaky Figurines](#) | C#, Unity, Github, Garageband, Trello Spring 2021
Game group project. Mainly worked on sound/music but also did programming (menus, gameplay, audio) and helped with design.
- [Silver Knight](#) | HTML, CSS, Javascript, Phaser Engine, Github, Trello Fall 2018
Worked in most aspects of the game (concept, design, programming). Wrote code for the player character, the AI, the levels, among other things.
- [Zanzibar](#) | C++, UE4, Gitlab Fall 2020
Worked on the player and enemies (movement, animation, sounds, etc). Implemented the game's combat and stats/upgrade system. Helped with design and GUI/menus.
- [AI and Networking Assignment](#) | C++, UE4 Fall 2020
Developed (in a group) a playable multiplayer mini game that used UE4's networking functionality.

Skills

- **Computer Languages:** Swift (iOS) • Python • Java • C • C++ • Javascript • HTML • CSS • Phaser • x86 • OpenGL/WebGL
- **Methodological Skills:** Understand/used to Scrums, Sprints, Agile Development
- **Other Computer Skills:** UE4 • Perforce • Jira • Swarm • GDB • VIM/VI • GIMP • Audacity • LogicProX • Garageband • Unity • Trello • Git • Networking • Visual Studio • Wwise • Mixamo
- **Bilingual:** Spanish • English

Extracurriculars/Memberships

- Hispanic Scholarship Fund Scholar • Electronic Game Developers Society
- Society of Hispanic Professional Engineers • Texas Interdisciplinary Project Scholar • Anime Club