

Osvaldo Jimenez

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Experience

Industrial Toys Studio (EA 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 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: 05/2021

Degree Plan: **BSA in Computer Science**

GPA: 3.37

Bridging Disciplines Program: **Digital Arts & Media Certificate**

Projects

Silver Knight game | HTML, CSS, Javascript, Phaser Engine

Fall 2018

Worked in most aspects of the game (concept, design, programming). Became the most comfortable with coding actions for the player character. <https://ojocs.github.io/Silver-Knight-Game/>

Final Graphics Project assignment | C++, OpenGL

Spring 2020

Used linear algebra, general graphics knowledge, and post-processing to render an interesting image. Worked with a partner, both around tight schedules. <https://github.com/ojocs/Final-Graphics-Project-MotionBlur>

Flight or Fight game | [Scratch.mit.edu](https://scratch.mit.edu)

Spring 2016

Passionately developed for 2 weeks. Learned how to deal with problems that arose to create a finished product. <https://scratch.mit.edu/projects/98059678/>

Extracurriculars/Memberships

Electronic Game Developers • Society of Hispanic Professional Engineers

• Texas Interdisciplinary Project Scholar • Hispanic Scholarship Fund Scholar • Anime Club

Skills

Computer Languages: Java • C • C++ • Javascript • HTML • CSS • Phaser • x86

Methodological Skills: Understand/used to Scrums, Sprints, Agile Development

Other Computer Skills: UE4 • Perforce • Jira • Swarm • GDB • VIM/VI • GIMP • Audacity • LogicProX • Unity • Trello • Git

Bilingual: Spanish • English

Awards

TIP Scholars Dean's Award of Excellence for Fall 2017 • Multiple Awards in Design for VEX Robotics 2016-2017 High School Competition (reached Worlds Tournament as well)