Osvaldo Jimenez

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Experience

Electronic Arts (Industrial Toys Studio)   **Summer 2020**
<u>Title:</u> **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: Summer 2021**
<u>Degree Plan:</u> **BSA in Computer Science**   **GPA: 3.38**
Bridging Disciplines Program: Digital Arts & Media Certificate

Projects

- **<u>Silver Knight</u> | *HTML, CSS, Javascript, Phaser Engine***   **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. https://ojocs.github.io/Silver-Knight-Game/

- **<u>Motion Blur Post-Processing Project</u> | *C++, OpenGL***   **Spring 2020**
  Used linear algebra, general graphics knowledge, and post-processing to render an interesting image.

- **<u>Object Oriented Programming: Life Project</u> | *C++, Git/Gitlab***   **Fall 2019**
  Developed a C++ version of Conway's Game of Life. Parsed string input, wrote various classes that inherited from each other. Used Gitlab's pipelines and partially wrote makefiles.

- **<u>Timmy's Terror Time</u> | *C#, Unity Engine***   **Fall 2018**
  Created a simple game. Mainly worked on implementing animations and character movements.

- **<u>Huffman Encryption Program</u> | *Java***   **Spring 2018**
  Manipulated date from files to encrypt and decrypt said files.

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

Extracurriculars/Memberships

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