

# Osvaldo Jimenez

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<https://github.com/ojocs> • <https://gitlab.com/osvcs>

## Experience

### Industrial Toys Studio (EA Studio)

Summer 2020

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

- Internship still in progress

## 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.

### **Flight or Fight** game | **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, and Agile Development

**Other Computer Skills:** UE4 • Perforce • Jira • GDB • VIM/VI • Photoshop • GIMP • MS PowerPoint • 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)

## Additional Info

**Professional Interests:** Video game controls/player interactions and user experience in general