Osvaldo Jimenez

ochoa@utexas.edu • www.linkedin.com/in/osvaldo-jo • https://github.com/ojocs

Experience

Industrial Toys Studio (EA Studio)   Summer 2020
Title: Software Engineer Intern | *C++, UE4, Perforce, Jira*
- Made a generic stats system for broad use with all other game systems, involved some networking
- Developed a drone power up for use in-game

Education

The University of Texas at Austin, Austin, TX   Graduation: 05/2021
Degree Plan: BSA in Computer Science   GPA:3.3
Bridging Disciplines Program: Digital Arts & Media Certificate

Projects

Silver Knight game | *HTML, CSS, Javascript, Phaser Engine*   12/10/2018
I did work in most aspects of the game (concept, design, programming). I became the most comfortable with coding actions for the player character. https://ojocs.github.io/Silver-Knight-Game/

Timmy's Terrors Time game | *C++, Unity Engine*   9/15/2018
This gave me experience in working with people from varying disciplines as well as my own and was my first group project for both programming in general and video games.

Flight or Fight game | *Scratch.mit.edu*   3/20/2016
I was very passionate during the 2 weeks of development and 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, Society of Hispanic Professional Engineers, Texas Interdisciplinary Project Scholar, Hispanic Scholarship Fund Scholar

Skills

Computer Languages: Java, Robot C, Scratch, 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, GitHub
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
Extracurricular Interests: Soccer, Music, History, Art, Media, Technology, Biking, Photography