

# Osvaldo Jimenez

[ochoa@utexas.edu](mailto:ochoa@utexas.edu) • [www.linkedin.com/in/osvaldo-jo](https://www.linkedin.com/in/osvaldo-jo) • <https://ojocs.github.io/Portfolio/>  
<https://github.com/ojocs> • 409-229-8333 • <https://gitlab.com/osvcs>

## 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 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 and enemy movement/abilities, environment and level design, narrative, GUI, sound/music to list a few.  
<https://youtu.be/3BBDMMhJJxE>
- **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. <https://ojocs.github.io/Silver-Knight-Game/>
- **Zanzibar | C++, UE4, Gitlab** Fall 2020  
Worked on the game's player and enemies (movement, animation, sounds, etc). Implemented the game's combat and stats/upgrade system. Helped with design and GUI/menus.  
<https://lajas.itch.io/zanzibar>
- **Freaky Figurines | C#, Unity, Github, Garageband, Trello** Spring 2021  
Current group project. Mainly working on sound/music but also do programming and help with design.
- **Motion Blur Post-Processing Project | C++, OpenGL, Github** Spring 2020  
Used linear algebra, general graphics knowledge, and post-processing to render an interesting image.

## Skills

- **Computer Languages:** Swift (iOS) • Python • 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 • Garageband • Unity • Trello • Git • Networking • Visual Studio
- **Bilingual:** Spanish • English

## Extracurriculars/Memberships

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