Osvaldo Jimenez

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Experience

Keywords Studios (GameSim - Austin)   **October 2021 - Present**
<u>Title</u>: **Software Engineer I | *C++, C#, UE4, Unity, Perforce, Jira, Monday***
- Worked on internal projects and personal growth projects in UE4/5 and Unity.
- Developing (with team and client) animation-oriented movement system plugin for UE5: helped set it up, packaged it on weekly updates, worked on logic and extended UE base physics and other functionality when necessary.
- Collaborated remotely and in person with clients and teammates on projects, all being of diverse backgrounds and experience levels.

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 the 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 side project. Working on all aspects of a small action-adventure game: character movement, level design, narrative, GUI, sound/music to list a few.

- **Freaky Figurines | *C#, Unity, Github, Garageband, Trello***   **Spring 2021**
  Game group project. Mainly worked on sound/music but also did programming (menus, gameplay, audio) and helped with design.

- **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.

- **Zanzibar | *C++, UE4, Gitlab***   **Fall 2020**
  Worked on the player and enemies (movement, animation, sounds, etc). Implemented the game's combat and stats/upgrade system. Helped with design and GUI/menus.

Skills

- **Computer Languages:** Swift (iOS) • Python • Java • C • C++ • Javascript • HTML • CSS • Phaser • x86 • OpenGL/WebGL
- **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 • Wwise • Mixamo
- **Bilingual:** Spanish • English

Extracurriculars/Memberships

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