

Angela Jimenez

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SUMMARY

Pursuing an MS in **Computer Graphics Technology** at **Purdue University**, with experience in **Unity**, **Unreal**, **C#**, and **C++**. Developed various **VR games and experiences**, and created an **esports group** during undergrad. Gained **game development support** and **optimization** skills from **Unity Technologies**.

EDUCATION

Purdue University

Aug. 2023 – May 2025

MS in Computer Graphics Technology with emphasis on VR/AR and Games

West Lafayette, IN

- Graduate Assistant: Developing an immersive virtual environment in **Unity** for teaching Japanese, incorporating **text-to-speech** technology and scripting educational activities in **C#** to enhance user interaction and learning outcomes. Also teaching Spanish levels 2 and 3 for undergrads.

Universidad de los Andes

Jan. 2019 – April 2022

Systems and Computing Engineering

Bogota, Colombia

- Undergrad Teaching Assistant: Taught and supported students across 3 different courses: Algorithm Design, Intro to Systems and Computing, and Object-Oriented Programming. Covering key concepts like **Dynamic Programming**, graphs, and **OOP** using **Java**, **Unity**, and **App-Inventor**, guiding 40 students in building programming and soft skills.
- Director, Systems Engineering Student Council: Led **Tutoring and Advising** Program, organized mental health forums, and promoted **undergraduate research**, while acting as a liaison during Colombian strikes. Represented students on key committees like Internationalization, Welfare, and Academic.

EXPERIENCE

Software Engineering Intern

Jan. 2023 – May 2023

Unity Technologies

And Feb. 2022 – May 2022

- Entrusted with responsibilities related to various aspects of Computer Graphics such as performance, optimization, shaders, overall rendering processes, and other associated topics.
- Analyzed Unity projects and developed scripts written in **C#** and **C++** and debugged the ones that presented issues utilizing the Unity source code as well as reviewed **HLSL** shaders performance and functionality.

PROJECTS

Human-AI Co-Design in VR

June 2024 – May 2025

Master's Thesis

Purdue University

- Developed a VR environment in **Unity** using **C#**, where an AI agent co-designed a living room layout with users based on a **cost algorithm**.
- Implemented AI-driven object placement, allowing users to contribute to design decisions.
- Studied user perceptions of AI collaboration on design efficiency and satisfaction in the **VR** environment.

Escape VR

July 2022 – Dec. 2022

Final Undergrad Project

Universidad de los Andes

- Developed a Multiplayer Escape-room using **Unity** and **Photon** to evaluate collaboration and interaction in virtual environments using **C#** for logic scripting.
- Showcased the project on the biggest games and fantasy exhibit (SOFA) in Colombia and conducted a study with 60 participants.

Software Architecture for Gnosoft

Jan. 2021 – May 2021

Developing a solution for a real life scenario

Universidad de los Andes

- Worked with an IT company to develop efficient student data management platforms for Colombian schools, utilizing **AWS**, **Django**, **Docker**, **MongoDB**, **agile methodologies**, and **Linux servers**.

SKILLS

Language: C#, C++, Python, HLSL.

Engines/tools: Unity, Unreal, Git, Unix/Linux.