

Anjelica Avorque

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Education

The University of Texas at Dallas

Bachelor of Science in Computer Science, 3.35/4.0 GPA

Richardson, TX

Expected Fall 2022

Skills

Language and Libraries Java, JavaScript, HTML/CSS, C++, C#, React, Node.js, Next.js, Python

Tools and Frameworks Git, Unreal Engine 4, Unity, Adobe XD, Figma, Vim, Vercel, Google Maps API

Relevant Coursework Data Structures and Algorithms, Computer Architecture, Probability and Statistics, Software Engineering
Linear Algebra, C/C++ Programming in a Unix Environment, Advanced Algorithm Design and Analysis

Relevant Experience

Center for BrainHealth

Dallas, TX

Programming Intern

Mar. 2021 - Present

- Working as a part of the Emerging Tech Lab to assist in developing Charisma, a virtual training platform.
- Implemented a Mobile Toggle component that allows users to switch between desktop and mobile controls.
- Developed a Prop Spawner component that enhances the user experience by spawning any object within the game.
- Spearheading the development and implementation of the platform's UI redesign.

UTD Multimodal Interaction Lab

Dallas, TX

Undergraduate Researcher

May 2021 - Aug. 2021

- Worked as an undergraduate researcher to perform research on Virtual Reality, Haptics and Human-Computer Interaction.
- Developed an interactive, multiplayer virtual reality game that utilizes hand tracking and mid-air haptics.
- Assisted Ph.D students in designing experiments utilizing hand tracking and mid-air haptic technologies to enhance the user experience in virtual reality.

Dialexa EDU Mentorship Program

Dallas, TX

UTD Student Representative

Feb. 2021 - Apr. 2021

- Collaborated with industry professionals to develop and propose a news aggregating and event management platform to encourage civil participation in the Dallas area.
- Served as a technical consultant to proposed tech stacks, a prioritization road map, market research and analysis, and designed interaction diagrams to demonstrate platform services and user interaction.

Projects

Trailquility — React web App that utilizes the National Park Service API

Capital One Summit Entry

React, Material-UI, JavaScript, CSS, Git, Vercel, National Park Service API

November 2021

- Designed a multipage web app to help users learn about national parks using React and Material-UI.
- Utilized the National Park Service API and card components to display park information to the user.

To The Top! — Virtual Reality 3D Building Block Game

Multimodal Interaction Lab

Git, Unity, Visual Studio, Leap Motion, C#, Photon Unity Networking

May 2021

- Worked in a team of three to create a virtual reality building block game with integrated hand tracking.
- Integrated Leap Motion with Unity to allow for user hand tracking.
- Lead the UI Design for the Main Menu and developed scripts to allow for hand tracking controls.

Pumpkin Princess — 2D-Side Scroller Platform Game

HackUTD GameJam 2020

Git, Unity, C, Adobe Photoshop, Clip Studio Paint

Oct. 2020

- Worked in a team of five to create a 2D platformer game with an interactive and responsive user interface.
- Oversaw the game's art direction and character animations.
- Awarded Best Design and ranked 7th out of 124 teams overall.
- Generated 5,000+ impressions and 160+ playthroughs within the first three days.

Extracurriculars

Association of Computing Machinery

Sept. 2020 - Present

Design Officer and Community Staff

- Designed flyers and marketing material for the organization's events and collaborations
- Designed brand assets for ACM's Hacktoberfest collaboration that garnered over 400+ participants from various universities.

UX Club at UTD

Oct. 2020 - Sept. 2021

Designer

- Organized the 2021 UXperience Conference that garnered over 140 students and industry professionals from across the country and abroad
- Oversaw design for brand assets and marketing material for the 2021 UXperience Conference