

Oliver Gonzalez

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SUMMARY

Computer Science student preparing for a 3D application development internship through hands on work with Unity, **Unreal Engine**, C#, C++, scripting, 3D mathematics, and interactive visualization. Academic projects include a Unity anatomy prototype with six navigable modules, supervised Unreal Engine work for **augmented reality** research, Autodesk Maya asset preparation, and PC based development environment configuration. Unit, runtime, and behavioral testing experience includes writing test cases, reproducing defects, documenting **technical constraints**, and recording practical workarounds. Comfortable organizing digital assets, supporting versioned builds, evaluating **virtual reality** and augmented reality approaches, and presenting findings through PowerPoint, Word, and Excel. Brings careful follow through with written and verbal direction, curiosity about medical education applications, and a collaborative approach to building clear, reliable interactive experiences.

EDUCATION

Bachelor's Degree in Computer Science

2027

University of Wisconsin Madison GPA: 0

Madison, Wisconsin

Coursework: 3D mathematics, interactive media, software testing, computer graphics

TECHNICAL SKILLS

- **Real Time Engines:** Unity, Unreal Engine, Omniverse
- **3D Modeling:** Autodesk Maya, 3ds Max, Pixyz
- **Programming Languages:** C#, C++, scripting
- **Development Environments:** Visual Studio, Rider, Windows
- **Graphics Mathematics:** 3D mathematics, 3D graphics, coordinate systems
- **Extended Reality:** Virtual reality, augmented reality, interactive visualization
- **Quality Assurance Testing:** Unit testing, runtime testing, behavioral testing
- **Test Automation:** Test automation, scripted testing, regression testing
- **Digital Asset Management:** Asset metadata, file compatibility, version organization
- **Content Management:** Content management systems, asset libraries, approved versions
- **Office Applications:** Microsoft Outlook, PowerPoint, Word, Excel
- **Documentation:** Defect reports, technical constraints, known issues
- **Hardware Configuration:** PC hardware, development environments, test environments
- **Medical Visualization:** Anatomy visualization, surgeon education, medical technology
- **Visual Content Workflows:** Art workflows, product visualization, marketing content

SKILLS

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|------------------|--------------------|----------------------|---------------------------|
| • Unity | • C# scripting | • Runtime testing | • AR development |
| • Unreal Engine | • C++ programming | • Behavioral testing | • Asset management |
| • 3D graphics | • Software testing | • Test automation | • Technical documentation |
| • 3D mathematics | • Unit testing | • VR development | |

EXPERIENCE

3D Application Development Student

January 2026 - Present

Capstone Project

Madison, Wisconsin

Support a supervised academic capstone focused on interactive anatomy visualization, Unity development, asset workflows, testing, documentation, and medical education use cases. Work spans implementation, **quality assurance**, PC environment setup, technical evaluation, and demonstrations for faculty and student audiences.

- Built Unity anatomy modules with C# and **3D mathematics** for guided interactive exploration.
- Prepared **Autodesk Maya** assets with documented scale, materials, naming, and organization standards.
- Designed unit, runtime, and behavioral tests, recording defects, constraints, and practical workarounds.
- Configured **Visual Studio test environments** across two PC hardware configurations for lab validation.
- Compared VR and desktop interaction approaches, presenting usability findings and technical limitations.
- Created PowerPoint demonstrations and Word documentation for faculty reviews and **medical education** concepts.

Interactive Media Research Assistant

University Research Lab

September 2025 - December 2025

Madison, Wisconsin

Contributed under faculty supervision to **augmented reality** visualization research using Unreal Engine, Autodesk Maya, structured asset management, repeatable testing, and documented performance analysis. Supported laboratory demonstrations, research meetings, prototype decisions, and clear communication of technical findings.

- Developed **Unreal Engine AR** prototypes with scripted interactions for supervised laboratory demonstrations.
- Maintained metadata for 40 plus 3D models, checking compatibility and approved asset versions.
- Created runtime tests covering navigation, visibility, and input behavior for research prototypes.
- Logged reproducible issues with environment details, helping faculty review **technical constraints**.
- Compared asset settings on lab PCs, documenting findings that guided subsequent prototype builds.
- Cleaned Maya meshes and export settings using consistent scale and coordinate conventions.
- Summarized builds, tests, limitations, and recommendations in **Excel** and **PowerPoint**.

PROJECTS

Interactive Anatomy Visualization 📅 2026

Created a supervised Unity prototype that presents anatomy content through guided interaction, structured asset organization, C# scripting, 3D mathematics, and documented quality assurance evidence. The work connects technical clarity with medical education needs.

Augmented Reality Research Prototype 📅 2025

Supported a faculty research study through Unreal Engine scenes, scripted interactions, Maya asset preparation, runtime testing, and clear issue records. Findings gave research discussions a practical basis for choosing subsequent prototype settings.

LEADERSHIP & AWARDS

- Dean's List, University of Wisconsin Madison, 2025
- Undergraduate Interactive Media Showcase Finalist, 2026
- Peer Mentor, Computing Student Success Program, 2026

CERTIFICATIONS

- Unity Essentials Pathway, Unity Learn 📅 2026
- Microsoft Learn, Visual Studio and C Sharp Fundamentals 📅 2026

PROFESSIONAL AFFILIATIONS

- Member, Campus XR Project Group
- Participant, University of Wisconsin Madison Interactive Media Community

LANGUAGES

- English (Native)
- Spanish (Proficient)

ADDITIONAL INFORMATION

Work Status : Authorized to work in United States. No sponsorship required.

REFERENCES

AVAILABLE ON REQUEST