



# Oliver Gonzalez

## 3D Application Developer Intern

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### STRENGTHS

- 🔗 **Interactive Prototyping**  
Built a Unity anatomy prototype with guided modules and clear interactions. Faculty reviews helped refine each practical choice.
- ✅ **Quality Assurance**  
Created runtime and behavioral tests for lab projects. Reproducible notes made difficult defects easier for peers to discuss.
- 📁 **Asset Organization**  
Maintained model metadata and Maya exports across projects. Consistent naming gave teammates a steadier starting point.
- 💬 **Technical Communication**  
Turned build findings into Word and PowerPoint updates. Clear visuals helped audiences follow constraints and next steps.
- 👥 **Collaborative Learning**  
Shared project findings with faculty and student groups. Questions from each review improved later prototype decisions.

### SKILLS

- Unity Unreal Engine 3D graphics
- 3D mathematics C# scripting
- C++ programming
- Software testing Unit testing
- Runtime testing Behavioral testing
- Test automation VR development

### 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

University of Wisconsin Madison 🎓 GPA: 0 📅 2027 📍 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

### EXPERIENCE

#### 3D Application Development Student

Capstone Project 📅 January 2026 - Present 📍 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.

AR development

Asset management

Technical documentation

## LANGUAGES

English Native

Spanish Proficient

## MY CAREER



● 3D Application Development Student at Capstone Project (9 Months)

● Interactive Media Research Assistant at University Research Lab (3 Months)

- 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

### ADDITIONAL INFORMATION

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

### REFERENCES

AVAILABLE ON REQUEST