# Yared (JR) Ansera II

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# **EDUCATION**

#### THE UNIVERSITY OF CHICAGO, Chicago, IL

B.Sc. Computer Science, Minor: Media arts and Design

# **EXPERIENCE**

## United Parcel Service, Chicago, IL

Package Handler, June 2023

- Maintained both an efficient and safe workplace within a fast-paced highly active environment.
- Managed and fulfilled the ordering of up to 1500+ workpieces in a timely manner.
- Ensured customer satisfaction by maintaining an error rate of less than 0.001% daily.

## **3DL Lab**, Chicago, IL

Research Assistant, Jul 2021-Jun 2022

- Developed a procedural modeling framework within Blender using geometry nodes in collaboration with a Senior Animator
- Researched model that allowed for editable cloud objects through easily manipulated controllers in Blender
- Wrote various Python scripts that enabled the creation, export and import of data into Blender

#### University of Chicago Medicine, Chicago, IL

Project Manager, Jun 2020 - Sep 2020

- Researched and developed an augmented reality prototype for use within the medical field using
   *ARFoundation*
- Managed development process and team schedule via remote meetings and *Slack* messaging
- Maintained communication between research lead and smaller team of remote software developers for updates on current and future projects

## **RELEVANT COURSEWORK**

- Mobile Computing: Built a prototype study app for the android platform alongside a team of students.
   Learned the fundamental ideas and practices within the mobile computing industry.
- **Inclusive Technology**: Learned introductory HCI ideas, and used iterative design to build lo/hi-fi prototypes of a mobile app
- Theory of Algorithms: Learned basic theory behind various algorithmic problems, such as Greedy, Recurrence Relations, Network Flows, Graphs, N-completeness.
- MAAD Senior Capstone: Designed and developed a 15-minute demo for a rhythm action role
  playing game within the Unity Game Engine.

## **SKILLS**

- Proficient in C, Python, Blender API
- Experience with HTML, CSS, C++, C#, Java, Haskell, Javascript, Unity, Blender