

<b>Education</b>	<b>Duke University</b> <b>Bachelor of Science in Computer Science</b> Courses included: Intro to AI, Data Structures, Algorithms, Computer Architecture, Operating Systems, VR Systems Research Experimental Interface Design, Multivariable Calculus, Linear Algebra, Probability, Discrete Math For CS.	Durham, NC Aug 2015 – May 2019
<b>Relevant Work Experience</b>	<b>StudioRx – Experiential Developer (Virtual/Augmented Reality)</b> <ul style="list-style-type: none"><li>Shipped and led the development of a multiplayer VR game over the course of 4 months by implementing gameplay and networking with Unity, working with motion graphics to achieve a polished look and feel optimized for the Oculus Go (Android), and communicating with the client and creative to perfect the desired user experience</li><li>Contributed (ongoing) to our team's research and development efforts with the latest software and hardware in the VR/AR industry, such as hand tracking (Oculus Quest, Leap Motion), Unity networking solutions (Normcore, Photon, Mirror), volumetric video, 3D scanning, WebXR, Unity render pipelines, body tracking (Azure Kinect), virtual production, and social VR interactions</li><li>Built a web based interactive data discovery experience over the course of 2 months by learning and using Unity's WebGL exporter, optimizing high quality 360 renders for WebGL, and refining UX elements and timing with the creative team</li><li>Developed and shipped an interactive conference display over the course of 1 month by integrating the Azure Kinect Body Tracking SDK into Unity, modifying 3D assets to react responsively to passers-by, and conducting user testing</li><li>Completed a 10-week web development course to then create prototypes of WebAR applications using 8<sup>th</sup> Wall's Javascript engine, which I pitched to our creative director as alternative interactive production offerings considering COVID-19 restrictions</li></ul> <b>Tenebris Lab – Intern Program Manager</b> <ul style="list-style-type: none"><li>Managed the work progress of all 13 interns throughout the internship, tracking assignments and ensuring effective teamwork</li><li>Led the design meetings for a new project with an international bank interested in using VR to improve their customer experience</li><li>Monitored the interns' learning objectives for improving their understanding of Unity development throughout the internship</li><li>Assisted the interns with Unity development by teaching them how to fix errors and how to use relevant developer resources</li><li>Worked on the enemy AI system and level design for a new bow shooter game using Unity and Google Blocks</li></ul> <b>iXperience – Teaching Assistant and Workshop Instructor (Virtual Reality Course)</b> <ul style="list-style-type: none"><li>Built the curriculum for the VR course by working with the head teacher to put together homework, lesson plans, and projects</li><li>Helped students with their Unity tutorials and projects during workshop time in class and office hours outside of class</li><li>Lead the 360 video class project by assigning the students to film around Cape Town and editing the footage in Adobe Premiere</li><li>Took over and taught the last week of class while the head teacher was away and organized the final presentations</li><li>Redesigned the course curriculum for the introductory VR workshop by consolidating key content from the full curriculum and creating new lecture material about broader topics in the VR industry to shift the focus away from Unity development</li><li>Managed logistics for the course and workshop such as organizing course resources, scheduling, and hardware setup</li></ul> <b>Duke Immersive Virtual Environment (DiVE) – Unity Developer and Researcher</b> <ul style="list-style-type: none"><li>Designed and conducted a research study on the benefits of teaching introductory computer science topics with 6DOF augmented reality hardware by developing two versions of a tutorial on the concept of inheritance – a PC application and a Magic Leap One application – and comparing subject performance and opinions on the tutorials</li><li>Designed and conducted a research study on the effects of 3D models on memory in an effort to provide evidence that 3D models can improve performance in memorization tasks in VR, using Unity and the HTC Vive to develop our experiment application and following the IRB approval procedure</li><li>Worked on the design of a 3D object selection technique in VR that allows users to simply look at an object to select it, using Unity and eye tracking VR hardware (FOVE VR) that provides real-time gaze information</li></ul>	New York City, NY Oct 2019 – Present  Cape Town, S.A. Jun 2018 – Jul 2018  Cape Town, S.A. May 2018 – Jul 2018  Durham, NC May 2017 – May 2019
<b>Activities</b>	<b>Devils Cross Reality (DXR) – Founder and President</b> <ul style="list-style-type: none"><li>Created an inclusive VR/AR club to provide all Duke students the opportunity to learn about and experience VR/AR</li><li>Pitched the club to the student government to get chartered recognition which grants access to \$1000+ in annual funding</li><li>Obtained access to 3 VR headsets for club members to use by lobbying the administration in support of VR/AR programs</li><li>Assembled a collection of resources for students to learn about a large variety of topics related to VR/AR</li><li>Hosted regular workshops to teach students Unity/VR development and other VR related tools</li></ul>	Durham, NC Aug 2017 – May 2019
<b>Skills</b>	<b>Technical Skills:</b> Proficient: Unity, C#, Java, Python, Adobe Premiere, Lens Studio, SparkAR, 8 <sup>th</sup> Wall <b>Prior Experience:</b> Javascript, HTML, CSS, C++, Excel VBA, Matlab, Adobe Photoshop, Blender <b>Language Skills:</b> Fluent in English and Spanish <b>Awards:</b> National Merit Letter of Commendation <b>Interests:</b> AI, 3D Printing, 360 Photography, Saxophone, Drums, Guitar, Video Games, Skiing, Soccer, Basketball	