

Education	<b>Duke University</b> <b>Bachelor of Science in Computer Science</b> Courses included: VR Systems Research, Intro to AI, Data Structures, Algorithms, Computer Architecture, Operating Systems, Experimental Interface Design, Multivariable Calculus, Linear Algebra, Probability, Discrete Math For CS.	Durham, NC Aug 2015 – May 2019
Relevant Work Experience	<b>Tenebris Lab – Intern Program Manager (Virtual Reality Development)</b>	Cape Town, S.A. Jun 2018 – Jul 2018
	<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 VR 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 VR bow shooter game using Unity and Google Blocks</li> </ul>	
	<b>iXperience – Teaching Assistant and Workshop Instructor (Virtual Reality Course)</b>	Cape Town, S.A. May 2018 – Jul 2018
	<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 VR course and workshop such as organizing course resources, scheduling, and hardware setup</li> </ul>	
Activities	<b>Duke Immersive Virtual Environment (DiVE) – Virtual Reality Researcher</b>	Durham, NC May 2017 – May 2019
	<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>	
Skills	<b>Tenebris Lab – Virtual Reality Developer Intern</b>	Cape Town, S.A. Jul 2017 – Aug 2017
	<ul style="list-style-type: none"> <li>Collaborated with 5 other team members to brainstorm and design a boss level for the studio's multiplayer survival game by researching MMOs, modelling 3D environments, and adding game mechanics to the models with Unity</li> <li>Mastered the VRTK Unity plugin to combine a variety of VR interaction mechanics, providing a platform for 3D models to be given game functionality for future projects, which improves application and game prototyping speed</li> <li>Put together a mixed reality capture setup and helped find bugs for an exhibition of a multiplayer racing game at the Electronics and Gaming Expo in Cape Town, and advertised the company's products at the event</li> </ul>	
Activities	<b>Devils Cross Reality (DXR) – Founder and President</b>	Durham, NC Aug 2017 – May 2019
	<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>	
Skills	<b>Duke Climate Coalition – Core Team Member</b>	Durham, NC Sep 2016 – May 2019
	<ul style="list-style-type: none"> <li>Researched the environmental impact of diesel power plants vs. combined heat and power (CHP) plants</li> <li>Published an article about the contradictions between Duke's CHP project and their Climate Action Plan</li> <li>Lead the VR project team tasked with using VR to visualize current climate change phenomena</li> </ul>	
Skills	<b>Technical Skills:</b>	
	<b>Proficient:</b> Unity, C#, Java, Python, Adobe Premiere <b>Prior Experience:</b> C++, Excel VBA, Matlab, Adobe Photoshop, Final Cut Pro, SolidWorks, Google Blocks, Tilt Brush, Gravity Sketch VR	
	<b>Language Skills:</b>	Fluent in English and Spanish
	<b>Awards:</b>	National Merit Letter of Commendation
Skills	<b>Interests:</b>	Virtual Reality, AI, 3D Printing, Saxophone, Drums, Guitar, Video Games, Skiing, Soccer, Basketball