

Alina Christenbury

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EDUCATION

University of Delaware May 2019

Computer Science B.S.
Minor in Entrepreneurial
Studies
3.3/4.0 GPA
Dean's List Fall 2015
Dean's List Spring 2016
Dean's List Spring 2018

Courses

Principles of Computing,
Data Structures, Machine
Organization & Assembly
Language, Introduction to
Algorithms, Parallel
Programming, Operating
Systems, Human-Computer
Interaction, Advanced
Software Engineering

Extracurriculars

Association for Computing
Machinery (President),
Humans vs Zombies
(Treasurer), Casual Video
Game Club (Vice President),
Board Game Club (Event
Manager), Theatre Production
(Stage Manager), Freelance
Web Development

SKILLS

Tools

IntelliJ IDEA, Unity, Git, CLion,
Sourcetree, Webstorm, Final
Cut Pro 10, Adobe After
Effects

Languages

C#, Java, C++, Javascript,
HTML, CSS, SCSS, React,
Markdown, Python

EXPERIENCE

VIP:VR Project Manager

University of Delaware

September 2018 — Present

Newark, DE

- Led a team of undergraduates in designing and creating a cooperative virtual reality gameplay experience
- Defined the scope of the project to be completed

Virtual Reality Summer Scholar

University of Delaware

June 2018 — August 2018

Newark, DE

- Conducted in-depth research with university faculty involving virtual reality and augmented reality
- Experimented with gesture-based gameplay and interaction in virtual environments
- Constructed an augmented reality headset using 3D printed and machined parts

Front End Developer

Golden Egg Labs

January 2018 — February 2018

Newark, DE

- Led restyling and refactoring of front-end architecture
- Introduced SASS and other frameworks to a CSS-based product line in order to build modular components

Game Development Intern

University of Delaware

May 2017 — August 2017

Newark, DE

- Collaborated on a team to develop a game to be deployed and displayed to the public at the St. Jones Center for Estuarine Studies Reserve
- Built an educational game suite prototype in Java Swing for client

Game Design Intern

SmartyPal

February 2017 — May 2017

Philadelphia, PA

- Prototyped various minigames built in Unity based on learning and education
- Researched and drafted reports on competition in the target market
- Collected feedback and user testing results on applications
- Assisted in creating promotional materials

Audio Visual Technician

University of Delaware Student Centers

October 2016 — Present

Newark, DE

- Provided customer service to the patrons, guests, and visitors to the venue
- Set up and operated sound, lighting, projection, and multimedia equipment
- Provided technical support and assistance to event sponsors before and during programs, performances, lectures, and screenings
- Carried out maintenance, cleaning, and transportation of relevant equipment