

Alina Christenbury

1.302.648.2117 — alina.christenbury@gmail.com — alinac.me

EDUCATION

University of Delaware May 2019

Computer Science B.S.
Minor in Entrepreneurial
Studies
3.3/4.0 GPA

Extracurriculars

President - ACM

Led weekly coding
challenges, coordinated
hackathons

Vice President - Casual

Video Game Club
Concentrated university
gaming community onto a
single communication
platform

Treasurer - Humans vs Zombies

Managed club inventory and
assets acquisition, assisted in
planning events

Freelance Web Developer

Designed axeng.com and
johnsitaliandeli.com

SKILLS

Tools

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

Languages & Frameworks

C#, Java, C/C++, Javascript,
HTML, CSS, SCSS, React,
Python, LaTeX

EXPERIENCE

VIP:VR Project Manager

University of Delaware

September 2018 — Present

Newark, DE

- Project goals include exploring the applications of virtual reality in commercial and educational projects
- Led a team of undergraduates in designing and creating a cooperative virtual reality gameplay experience

Virtual Reality Summer Scholar

University of Delaware

June 2018 — August 2018

Newark, DE

- Conducted research with university faculty centered around virtual reality and augmented reality in order to prepare for an undergraduate research project
- Experimented with gesture-based gameplay and interaction in virtual environments using a Leap Motion hand tracking module
- Constructed an augmented reality headset prototype using 3D printed and machined parts

Front End Developer

Golden Egg Labs

January 2018 — February 2018

Newark, DE

- Led re-styling and refactoring of a web app user interface
- Introduced SASS and other frameworks to a CSS-based product line enabling variable styling for multiple clients

Game Development Intern

University of Delaware

May 2017 — August 2017

Newark, DE

- Collaborated on a team to develop an educational game aimed at 9-10 year old children to be installed in the Delaware Department of Natural Resource and Environmental Control lobby

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, such as videos and presentations

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