Esha Mehta

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Education

Bachelor of Science in Computer Science, Math Minor, Interactive Media Minor, 12/2024
University of Miami - Coral Gables, FL
GPA: 3.8

Work History

Game Developer, 11/2023 to Present
Independent Collaboration

- Co-developed the 3D puzzle game Tune-Up Tonic in Unity for PC devices and the Tilt Five AR device.
- Contributed to gameplay mechanics, gameplay logic, menu and saving behaviors, dialogue behaviors, music production, concept ideation, and story ideation.
- Participated in bug tracking, iterative testing cycles, and public outreach and testing.

Product Management + Quality Assurance Intern, 06/2024 to 08/2024
Caregility

- Supported cross-functional product development by gathering requirements, drafting workflows, collaborating with UX Designers to generate mockups, and managing tasks using Jira for AI-based features
- Conducted market research on Computer Vision and Ambient Documentation AI technologies; developed 5 knowledge bases in Confluence to streamline product research
- Authored 3 product requirements documents to guide development efforts
- Executed QA tasks including smoke testing and test case completion; participated in daily scrum meetings to ensure product quality and alignment

XR Device Configuration & Technical Support, 01/2024 to 03/2024
VESL (University of Miami)

- Configured 18 Meta Quest 3 devices for a large-scale immersive media project, ensuring all units were fully functional and test-ready
- Created and managed 18 unique sets of email, Meta, Figmin, and Sketchfab accounts to support individualized device use and application access
- Logged each device into respective admin and application accounts, labeled and charged units, and maintained accurate tracking using Excel spreadsheets
- Ensured seamless device deployment and testing by organizing setup logistics and supporting technical readiness across all VR systems

Computer Science Teaching Assistant, 08/2023 to 12/2023
University of Miami

- Mentored students one-on-one in Data Structures and Algorithms and Computer Programming II, reinforcing comprehension of 9 weeks of core topics
- Provided tutoring support for all 9 course assignments, covering advanced concepts such as Red- Black Trees and Dynamic Programming
- Evaluated and graded biweekly assignments for 68 students in the Data Structures and Algorithms course, delivering detailed feedback per question
- Facilitated two Computer Programming II lab sessions each week, guiding students through hands-on coding exercises and problem-solving strategies

Lead Developer, 01/2023 to 12/2023
VESL (University of Miami)

- Developed an AR application for Samsung Android tablets using Unity and C#, meeting project requirements and technical specifications
- Collected end-user requirements through regular meetings with managers, clients, and team members; translated feedback into development tasks
- Tracked milestones using the Kanban system in Trello and delivered weekly progress demos to stakeholders
- Collaborated with developers, 3D artists, and modelers to implement creative software solutions aligned with business objectives

Developer, 02/2021 to 12/2022
XR Garage (University of Miami)

- Designed, developed, and deployed an interactive simulation for the Magic Leap headset using Unity, C#, and supporting XR tools
- Participated in Agile Scrum workflows, attending regular Scrum meetings and managing tasks through Jira sprint boards
- Documented development procedures, errors, and outcomes to support continuous improvement and future iterations
- Analyzed usage data, performance metrics, and user feedback to refine functionality and enhance user experience

Skills

- **Programming Languages**: Python, C#, HTML, JavaScript, CSS, Java, C++, Swift
- **Tools and Equipment**: Unity, Unreal, Meta Quest 3, Magic Leap, Confluence, Jira, Plastic SCM
- **Soft Skills**: Technical communication, collaborative teamwork, learning agility, documentation

Publications

Foronda, C., Mehta, E., et al. (2023). Usability of a virtual reality application to educate family caregivers of children with asthma. *Clinical Simulation in Nursing*, 84, 101465. https://doi.org/10.1016/j.ecns.2023.101465

Certifications

- Intermediate Technical Interview Prep (Advanced) - CodePath, May 2025

Awards & Activities

- Google Developer Student Club: Treasurer (Fall 2024), Advisor (2023–2024), Event Chair (2022–2023)
- Society of Asian Scientists and Engineers: Marketing Director (Fall 2022)
- Provost's Honor Roll (Fall 2021)
- President's Scholarship (2021 - 2024)
- Silver Knight Honorable Mention (Spring 2021)