Gabriela Shamblin

Orlando, FL

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Education

University of Central Florida | Orlando, FL
Bachelor of Science, Computer Science
Expected Graduation: December 2023
GPA: 3.63/4.00

Master of Science, Computer Science
Expected Admission: January 2024
Expected Graduation: December 2024

Relevant Coursework:
Software Development, Artificial Intelligence, Virtual Reality Engineering

Experience

JPMorgan Chase & Co.
Software Engineering Intern   Expected Start: June 2023

Epic North LLC
Full Stack Intern   June 2022 – April 2023
- Use Angular, TypeScript, C#, SQL, and Azure DevOps to repair website code and optimize website functionality.

Projects

Virtual Reality Engineering   Jan. – April 2023
- Six Unity projects created for CAP5115 (Virtual Reality Engineering)
- Topics include virtual environments, traveling, interactions, physics, animations, and user interfaces.
- Utilized Unity and C#.

Top of the Schedule   Feb. – April 2022
- A group project of 7 people for COP4331 (Software Development)
- Allows users to create a college career schedule for the UCF Computer Science undergraduate program.
- Uses an algorithm based on the importance of classes to create a personalized schedule.
- Utilized React, React libraries, JavaScript, ExpressJS, MongoDB, and GitHub.

Skills

- Java, C, and Python
- GitHub and Azure DevOps
- JavaScript and TypeScript
- Unity and C#
- Angular and React
- HTML5 and CSS

Activities

UCF Extended Reality & Training Lab Research Volunteer   January 2022 – Present
- I am working on a virtual reality grocery store game that will be put on the Steam VR library and be used to collect player data. The data will be analyzed to better understand how users interact with a virtual space and different scene queues.