

Gabriela Shamblin

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Full Stack Developer | Virtual Reality Specialist | Front-End Development Professional

Delivering Immersive Experiences, Solutions, and Innovation Through Cutting-Edge Development in VR Technologies

Aspiring Full Stack Developer with a passion for building immersive experiences and developing innovative solutions through virtual reality technologies and full-stack applications. Academic foundation includes advanced studies in computer science with a focus on VR integration, mixed reality environments, and interactive user experiences.

High-Potential Professional, poised to deliver on corporate objectives and develop creative solutions to complex challenges, such as VR simulations for surgical training and algorithm-driven web applications.

Dedicated Team Player, who thrives on solving problems, guiding others to meet project goals, and cultivating innovative ideas. Currently enhancing expertise through a Master's in Computer Science at the University of Central Florida.

EDUCATION

Master of Science in Computer Science | Mixed Reality Certificate | University of Central Florida | Expected: May 2025

- **GPA: 3.5/4.0**; currently advancing knowledge in mixed reality and immersive VR environments.
- Spearheaded the *VR Escape Room* project, leading a team of five to design and develop an interactive puzzle-solving experience using Unity, Blender, and C#, integrating custom assets and lighting effects.
- Independently developed the *VR Moon Trip* simulation, featuring interactive elements, dynamic lighting, and an immersive experience modeled after Mission: Space at Epcot.

Bachelor of Science in Computer Science | University of Central Florida | December 2023

- **GPA: 3.7/4.0**; excelled in coursework related to full-stack development, object detection, and machine learning.
- Key contributor to the *SenseRator* project, a Python-based application integrating lidar and camera technology to perform object detection and semantic segmentation.
- Created *Top of the Schedule*, a React.js and MongoDB-powered platform to generate optimized academic schedules using algorithm-based class prioritization.

PROFESSIONAL EXPERIENCE

Johns Hopkins University | Orlando, FL

Programmer Analyst | April 2024 – Present

- Develop immersive virtual reality training simulations for the da Vinci surgical system using Unity, C#, and Meta XR SDK to enhance user motor skills and procedural accuracy.
- Integrate advanced datasets, such as JIGSAWS, to create dynamic, interactive learning environments tailored to individual user needs, driving innovation in surgical education.
- Collaborate cross-functionally to design and implement scalable solutions, ensuring seamless functionality and user engagement for a professional audience.

INTERNSHIPS

Software Engineering Intern | JPMorgan Chase & Co. | June – August 2023

- Designed and deployed an ADA-compliant user interface for an internal application using React.js and Springboot, supporting 30,000 users and enhancing accessibility.

Full Stack Intern | Epic North LLC | June 2022 – April 2023

- Optimized website functionality and repaired code by leveraging Angular, TypeScript, ASP.NET, and SQL, ensuring seamless client deliverables.

Teaching Assistant | University of Central Florida | July 2021 – December 2022

- Taught foundational Python programming concepts to classes of 230 students, provided timely feedback on assignments, and supported learning through labs and office hours.

SKILLS

HTML • CSS • JavaScript • TypeScript • React.js • Angular • ASP.NET • SQL • Java • Python • Unity • C#

Scrum • Kanban • Agile • AWS Certified Cloud Practitioner