

# Juanita Benjamin

<https://juanita-benjamin.github.io/Juanita.com/>

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## EDUCATION

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### Texas Tech University

*Bachelor's of Science in Computer Science*

Lubbock, TX

Expected Graduation: May 2022

## PROGRAMMING SKILLS

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• **Languages:** Python, C#

**Technologies :** Git, Vuforia, Unity, Rider, VS Code

## EXPERIENCE

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### • Software Engineer

Remote

*MIT, Dr. John Liu*

October 2021 - November 2021

- Currently working as a software developer to improve an Augmented Reality app for Massive Open Online Courses (MOOCs)

### • Undergraduate Research Scholar

Lubbock, TX

*Texas Tech University, Dr. Tommy Dang*

Aug 2019 - Present

- Conducting research utilizing an immersive media format, Augmented and Virtual Reality, and 3D models in an interactive educational game.

### • Junior XR Developer

Remote

*Unity College*

April 2021 - June 2021

- Gained experience for testing Virtual Reality apps for students that will give an immersive experience through the curriculum.

### • XR Developer Bootcamp

Remote

*XR Terra*

January 2021 - April 2021

- Gained skills to become a gameplay programmer and XR developer with the use of the Unity Game Engine, and implementing solutions for industry XR projects.

## PROJECTS

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### • Model Targets:

August 2021

- Created an application that uses model tracking, that track different objects like PS4 Dual Shock Controller, coffee mug, Oculus controller etc.

### • Face Image:

July 2021

- Built an AR app that displays a face mask with different flags from Caribbean countries when recognized.

### • AR Instant Pot:

April 2021

- Partnered with team members to create an AR experience that gives instructions to the user on how to use the Instant Pot.

### • Mend:

March 2021

- Collaborated with a team to work with the creators of Mend from Digital Precept to implement a communication system with emoji's between the VR and computer player.

### • VR Beanbag:

February 2021

- Created a virtual reality application of the beanbag toss game called Corn Hole.

### • Haunted Jaunt:

January 2021

- Implemented C# methods in a 3D game for third person playmode.