

Juanita Benjamin

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

Email: JuanitaBenjamin98@gmail.com

Mobile : +1-806-281-3052

EDUCATION

Texas Tech University

Bachelor's of Science in Computer Science

Lubbock, TX

Expected Graduation: May 2022

PROGRAMMING SKILLS

• **Languages:** Python, C#

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

EXPERIENCE

• 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

- 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.