

# Mika Peer Shalem

(650) 515-9629 | mika.peer.shalem@gmail.com | linkedin.com/in/mika-peer-shalem | github.com/MikaPS

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## EDUCATION

### University of California, Santa Cruz

SEP 2021 - JUN 2025

B.S. Computer Science & B.S. Cognitive Science | GPA: 3.97 | College Scholars Program (Honors) | Dean's Honors

## PROFESSIONAL EXPERIENCE

### Immergo Labs - Unity Coding Intern → VR Developer

JUN 2024 - AUG 2024 → JAN 2025 - PRESENT

- Built a Unity-based VR tool that enables users to create, save, and share custom physical therapy programs utilizing JSON-based exercise recordings
- Implemented an advanced waypoint authoring system to allow creators to design and visualize motion paths
- Developed diverse game modes to cater to varying user preferences, featuring different environments, rewards, and difficulty levels
- Designed an intuitive VR user interface tailored to accommodate users with various mobility challenges

### CEC Office of Compliance, Assistance & Enforcement - Student Assistant

MAY 2023 - JAN 2025

- Developed a Python web scraping tool with a GUI to automate the completion of tasks
- Conducted in-depth research on companies to support the California Energy Commission's case files
- Verified data and reviewed test reports submitted to the Modernized Appliance Efficiency Database System

### Zira Group Inc - Software Development Intern

MAY 2022 - MAY 2023

- Utilized POST APIs to authenticate connections between third-party devices and the Zira cloud platform
- Communicated information from the on-site technician to the end users, including a customized dashboard and data analytics for 30 companies

## RELEVANT EXPERIENCE

### Research Assistant - High-Level Perception Lab

APR 2023 - PRESENT

- Integrated an eye-tracking software (Gazepoint API) into MATLAB and tested the script with 100 participants
- Programmed a study that was presented to the Vision Sciences Society with a principal investigator
- Effectively communicated experimental procedures, ensured participant understanding, and maintained high data accuracy in 7 experiments written in MATLAB and PsychoPy

## PROJECTS

### Colony 19: Steam Published VR game - Capstone Project

Unity C# (2025)

- Developed procedural hand-grabbing animation in Unity that adapted to various 3D surfaces and models
- Designed accessibility game modes for a climbing-focused game and in-game settings for inclusive gameplay
- Implemented a dynamic ambient audio management system with 3D spatial sounds

### Online Co-Op Survival Shooter - Tools Lead

Unity C# (2025)

- Implemented online multiplayer using Unity Netcode for GameObjects and Relay server for smooth synchronization of the game state
- Built a weapon system with a class hierarchy to easily add new weapons, and designed an in-game UI
- Developed a wave progression system featuring escalating difficulty and random spawn patterns

## SKILLS

**Technical Skills:** Python, JavaScript, TypeScript, C, C++, C#, Matlab, Unity Engine, API, Swift (Xcode), GitHub.

**Fluent** in English and Hebrew.