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Samantha Derochie

Software Developer
VR / PC
4 years experience

Skills

Code	Programs	Soft Skills
C#	Unity	Fast learner
Java	Photoshop	Work independently or in teams
HTML / CSS	Illustrator	Attention to detail
Git / GitHub / GitLab	Maya	Analytical thinking
Perforce	Premiere	Design skills
Agile / Scrum	After Effects	Supportive communicator
Working knowledge of:	Jira	Enthusiastic positive attitude
Python		Experienced in working remotely
SQL		

Work History

LlamaZOO Interactive
VR Software Developer
Feb 2019 - Present

Role: Collaborated remotely with a small interdisciplinary team to design and develop digital twinning and big data visualisation applications for manufacturing and natural resource industries in virtual reality and on desktop.

Technical: Unity, C#, Oculus, HTC Vive

Outcome: Produced clean, scalable, reusable code related to cloud data integration, AR simulation, spatial object manipulation, geographic data visualization, UI, bug fixing, and optimization that contributed to VR and desktop applications and demos that were well received by clients.

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Work History Cont.

Scenarion Reality

VR Software Developer
Aug 2017 - Nov 2018

Junior VR Prototyper
Apr 2017 - Aug 2017

Role: Worked in an agile environment to design and implement systems and features of architectural planning applications in virtual reality.

Technical: Unity, C#, HTC Vive, Oculus, Android

Outcome: Produced clean, scalable, reusable code related to 3D geometry, unit testing, networked collaboration, cross platform compatibility, UI, developer tools, bug fixing, and optimization that contributed to virtual reality applications and prototypes that were well received by clients and investors.

Active Ingredient Creative Studio

Project Coordinator / Assistant Director
June 2014 - Mar 2017

Role: Managed logistics and production of promotional videos, led video crews, as well as developed systems for company organization and efficiency.

Technical: Google Sheets, Trello, Java, Dreamweaver, Premiere, After Effects

Outcome: Coordinated and helped deliver a number of successful web ads that communicate the client's brand and values. Iteratively improved upon company organizational systems.

Education

Simon Fraser University
Sept 2008 - June 2014

School of Interactive Arts and Technology
Major - Media Arts concentration
4.00 grade average (4.33 scale)
Graduated with distinction

Online Courses
2018 - present

UTAustinX - edX.org
   Linear Algebra

Udacity.com
   Statistics

References

Available upon request