Wanyea Barbel

wanyeabarbel@gmail.com | (386) 517-4521
LinkedIn: www.linkedin.com/in/Wanyea | **GitHub:** www.github.com/Wanyea

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EDUCATION

Master of Science in Computer Science | Mixed Reality Engineering Certificate | Spring 2024
University of Central Florida, Orlando, FL
Bachelor of Science in Computer Science | Accelerated BS to MS | Fall 2022
University of Central Florida, Orlando, FL

SKILLS

Programming Languages: C# • C /C++ • Java • JavaScript • Python • HTML • CSS
Platforms: Unity • Android Studio • iOS (Xcode) • React • Visual Studio • Agile
VR/AR: Quest Pro • HoloLens II • OpenXR • XRIT • Hand Tracking • Human Centered Design
Industrial Controls: Beckhoff: TwinCAT • Siemens: TIA

EXPERIENCE

UNIVERSAL CREATIVE | ATI/R&D INTERN | *May 2023 – Present*
- ❖ Developed systems for digital twins for virtual commissioning of upcoming attractions.
- ❖ Configured and optimized physics models of various attractions using Unity and C# scripting.
- ❖ Designed tools to process data for ride control systems and enhance automated acceptance testing.
- ❖ Analyzed and improved existing code base for attraction emulation.

THE WALT DISNEY COMPANY | ATTRACTION OPERATIONS | *October 2022 – May 2023*
- ❖ Ensured guest safety while operating Adventureland/Liberty Square attraction systems efficiently.
- ❖ Enhanced guests experience by providing world class storytelling, experiences, and customer service to a variety of guests.

CORE & MAIN | SOFTWARE ENGINEERING INTERN | *Summer 2022*
- ❖ Engineered APIs that communicated with SQL database, mobile/web applications and licensing server.
- ❖ Created developer tools to improve image processing operations.

COASTAL CLOUD | SALESFORCE DEVELOPER INTERN | *Summer 2021*
- ❖ Developed custom webpages using the Salesforce Lightning Web Components UI framework to meet client requirements.
- ❖ Utilized HTML5 and CSS to improve existing company website to an improved variation.

PROJECTS

MASTER'S THESIS: EEG INTERACTION IN VIRTUAL ENVIRONMENTS | RESEARCHER | *Spring 2024*
- ❖ Investigating how EEG data can be utilized as an interaction technique in a virtual environment.
- ❖ Using the Unity game engine with XRIT and C# scripts to build complex scenes and user interactions.

ADVENTOUR | FULL STACK DEVELOPER & PROJECT MANAGER | *January 2022 – Present*
- ❖ Developed an innovative itinerary planning mobile application using user sentiments to create an ideal trip.
- ❖ Led development efforts across both Android and iOS platforms while managing a team of six people.
- ❖ Continued development to optimize the current state of the application to prepare for production.

ACTIVITIES

KNIGHT HACKS | EXECUTIVE COUNCIL – VICE PRESIDENT | *Fall 2020*
- ❖ Responsible for the planning and execution of UCF's national hackathon with over 20,000 participants.
- ❖ Hosted weekly operational meetings, offering valuable insights into essential computer science principles and industry prospects, fostering a community of informed and aspiring students.

AWARDS

Bright Futures Scholar | FGLSAMP Scholar | International Baccalaureate Diploma | Daytona Beach Medallion of Excellence