Abigail Erefah

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Education

Bachelor of Science in Digital Arts and Sciences | University of Florida – Gainesville, FL   **May 2025**
- The Digital Arts and Sciences (DAS) degree is a core computer science degree with special emphasis on human-centered computing. The degree includes art, design and computing courses related to digital media, interaction and communication
- **Relevant Coursework:** Data Structures & Algorithms, Discrete Structures, Interactive Modeling and Animation, Introduction to Computer-Aided Modeling, Computational Linear Algebra, Introduction to Digital Arts and Sciences

Skills

- **Programming Languages:** C++, Java, C#, JavaScript, CSS, HTML
- **Tools and Frameworks**: VS Code, CLion, Intellij, Git, React, Unity, Unreal Engine 5 – Blueprints, Blender, Processing
- **Spoken Languages:** Conversation in Spanish, basic Japanese, basic Korean

Projects

Terrain Generator | Java, Swing   **October 2023**
- Developed random terrain generator defined by user's input using Java's Swing library as a class project
- Designed GUI functions for efficient user-input management when selecting different walk and render types
- Implemented efficient interpolation algorithm to generate the intermediate colors between the first step and the last step in "height map" view

Hellscape | C#   **August 2023**
- Developed a 3D side-scrolling platformer using C# scripting within the Unity game engine as a personal project
- Implemented 3D player physics and controls such as collision detection, kinematics, and friction using C#
- Designed and modeled 2 terrain pieces, 2 items, and an enemy in Blender

Combative Cavern | Unreal Engine 5, Blueprints   **October 2023**
- Implemented UI features for original 3D-platformer game developed on Unreal Engine 5 using blueprints for a Game Jam
- Collaborated with a multidisciplinary team of 5 that included sound designers and programmers by brainstorming ideas and delegating responsibilities utilizing GitHub
- Designed UI features, including a running timer, pause menu and health bar using Unreal Engine's built in blueprints

Pong | Processing   **December 2021**
- Designed and developed a Pong game implemented as a 2-player computer game using Processing IDE
- Utilized object-oriented programming to create and manage functionality for player controls, main menu, easy and hard settings
- Calculated and implemented physics operations for collision detection and trajectory manipulation between ball and paddle

Work Experience

Training Coordinator | Reitz Student Union   **May 2023 - November 2023**
- Prepared and directed onboarding training sessions for 2-5 new hires per session by creating training materials and planning training exercises
- Engaged with trainees by teaching the duties of the job, leading shifts, and effectively mitigating any challenges trainees encounter

Event Productions Assistant | Reitz Student Union   **October 2022 - November 2023**
- Executed department policies, including installing audiovisual equipment and assisting clients during events
- Developed strong problem-solving skills troubleshooting issues during events to ensure smooth operation
- Maintained clear communication with client by understanding and responding to client's needs and providing the best solution for their event

Activities & Leadership

- **DevUp:** Collaborate with fellow club members to develop computer games and assets based on specified themes
- **Korean Language Table:** Cofounded club in 2021, where we practice speaking Korean with 20+ students weekly. Currently positioned as Treasurer and Secretary
- **Conversation Partner:** Actively volunteer with the English Language Institute to practice English with foreign exchange students