



# ALEXIS BENTER

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## PROJECTS

### CRISIS INTERVENTION TRAINING SIMULATION

2016-PRESENT

#### VIRTUAL EXPERIENCE RESEARCH GROUP, Gainesville, FL

- Creating a Crisis Intervention Training simulation for police training in VR or WebGL using Unity and Maya based off of 6 months of research
- Regularly presenting to a multidisciplinary team of police officers psychologists and professors to model correct protocol and optimize the experience
- Managing team on Trello, designing game flow, animating characters, modeling environments, and spearheading UX design
- Preparing and organizing a case study on the UF Police Department for publication

### PAPER DREAMS

#### 360 MUSIC VIDEO, Gainesville, FL

2016

- Produced the first ever fully animated 360 music video
- Debuted at Amsterdam Dance Event in the first VR cinema in the world
- Collaborated with the musician to conceptualize their vision in 360
- Wrote software to test our footage in Web GL before rendering

## EXPERIENCE

### FREELANCE VJ/ ANIMATOR/ DESIGNER

2015-PRESENT

#### MUSICAL FREEDOM/BRAND COLLECTIVE, Gainesville, FL

- Created video content for performances at Okechobee Music Festival
- Launched weekly content and videos for digital previews and releases for Team Tiesto using Photoshop and After Effects
- Designed newsletters, prototypes, decks, and flyers for Brand Collective clients

### ANIMATION INTERN

#### VT PRODUCTION DESIGN, Los Angeles, CA

2015

- Designed content, animated, and programmed interactions for Nike, Santa Monica Pier Installation, and Warner Brothers *We Are Your Friends* Tour using After Effects, Maya, TouchDesigner, Leap Motion, and Premiere
- Edited reels on the website for Deadmau5 and A\$AP Rocky
- Practiced VJing and projection mapping using Arena and MadMapper

### SOFTWARE ENGINEERING INTERN

2015

#### KEY BRAND ENTERTAINMENT, Fort Lauderdale, FL

- Provided user requirements analysis, design, and programming support for the enhancement of two back-end applications for Broadway and Broadway Across America using C# and SQL
- Fixed bugs, implemented automated software testing, and other assigned issues through Jira and participated in the QA process
- Attended daily Scrum meetings with updates and progress

## INVOLVEMENT

### GATOR VR FOUNDER/PRESIDENT

2016-PRESENT

- Developed a community of 50+ students & teachers for cross-functional collaboration and development
- Founded a mentorship program helping new students conduct VR/AR research with PhD students
- Coordinate biweekly meetings, events, speakers, and workshops
- Opened a new lab for development at UF with head mounted displays and development kits

### UF DISNEY IMAGINEERING TEAM

2015

- Modeled and animated a centerpiece for Disney's pop-up theme park
- Developed a narrative experienced through interactive projection design

## EDUCATION

### UNIVERSITY OF FLORIDA

Graduating December 2016

Bachelor of Arts in Digital Arts and Sciences  
Minor: Computer Science and Engineering  
Outside Concentration: Psychology

GPA: 3.28/4.00

## SKILLS

### SOFTWARE

- Maya
  - Mental Ray
- Adobe Creative Cloud
  - After Effects
    - Element 3D
    - Cinema 4D
    - Skybox (360)
    - Trapcode
  - Photoshop
  - InDesign
  - Illustrator
- Microsoft Office Suite
- Unreal Engine
- Unity
- TouchDesigner
- Ableton
- Arena
- Madmapper

### CODING EXPERIENCE

- C#
- C++
- HTML / CSS
- Java

### OTHER

- Oculus Brand Ambassador
- Spanish (Conversational)
- French (Conversational)

## REFERENCES

### DR. BEN LOK

Research Director, HCC / VR Professor  
Lok@cise.ufl.edu

### MICHAEL FULLMAN

Creative Director, VT Production Design  
Michael@vtprodesign.com