



# ALEXIS BENTER

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## EDUCATION

### Bachelor of Arts in Digital Arts and Science

December 2016

University of Florida, Gainesville, FL

Minors: Computer Science and Engineering & Mass Communication

Current GPA: 3.28/4.00

### Miami Beach Senior High School, Miami Beach, FL

June 2012

Graduated top 5% of approximately 500 students

## EXPERIENCE

### Freelance Animator

October 2015 - Present

Red Light Management/Musical Freedom, Gainesville, FL

- Create weekly content and videos for online previews and releases for Team Tiesto using Photoshop and Aftereffects

### Animation Intern

June 2015-August 2015

VT Production Design, Los Angeles, CA

- Designed content, animated, and programmed interaction designs for Nike Vault and Santa Monica Pier Installations, and Warner Brothers We Are Your Friends Tour using Aftereffects, Touch Designer, Maya, 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

April 2015 - June 2015

Key Brand Entertainment, Fort Lauderdale, FL

- Provided user requirements analysis, design, and programming support for the enhancement of 2 back-end applications for Broadway.com and Broadwayacrossamerica.com using databases in SQL and C# in Visual Studio
- Fixed bugs and assigned issues through Jira and participated in the QA process
- Wrote and fixed software tests using the Agile Development Process

### Graphics Intern

May 2014 - July 2014

2C Media, Miami, FL

- Used Photoshop, Illustrator, and InDesign to prepare elements for promos and websites
- Shadowed animators and graphic editors doing VFX and branded integration for top networks
- Aided in an identity rebrand of 2C and later designed a book narrating the process in InDesign

## INVOLVEMENT

### Gator VR, Founder/President

April 2016 - Present

- Connected students for applied VR/AR research and interdisciplinary collaboration
- Formed a mentorship program that introduces students to projects that utilize emerging technology

### Virtual Experience Research Group

August 2015 - Present

- Created Crisis Intervention Training simulations for police role-play training in Web GL or VR headsets using Unity 3D and Maya

### UF Disney Imagineering Team

August 2015 - November 2015

Projection Designer, UF Doctor Faustus Play

March 2013

## SKILLS

### Software

- Adobe Creative Suite
- Microsoft Office Suite
- Maya
- Unreal Engine
- Unity
- TouchDesigner
- Ableton
- Arena

### Coding Experience

- C#
- C++
- SQL
- HTML
- CSS

### Language

Conversational:

- French
- Spanish

### Other

- Red Cross certification Lifeguarding, CPR/AED
- Customer service excellence for 3+ years at Fontainebleau hotel
- Scuba certified