



ALEXIS BENTER

WWW.ALEXISBENTER.COM

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305.781.2324

EDUCATION

UNIVERSITY OF FLORIDA
Graduating December 2016

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

Current 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

LANGUAGE

- Spanish (Conversational)
- French (Conversational)

REFERENCES

DR. BEN LOK

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

MITCHEL HERSHKOWITZ

Key Brand Director of Back Office Systems
Mitchel.Hershkowitz@broadwayacrossamerica.com

EXPERIENCE

RESEARCH STUDENT

2016-PRESENT

UF's VIRTUAL EXPERIENCE RESEARCH GROUP, Gainesville, FL

- Created a Crisis Intervention Training simulation for police training in VR or WebGL using Unity and Maya
- Collaborated with and demoed to a multidisciplinary team of police officers, psychologists and professors to model correct protocol and the optimize the experience
- Managed team on Trello, designed game flow, animated characters, modeled environments, and spearheaded UX design
- Preparing and organizing a case study on the UF Police Department for V.E.R.G. publication

FREELANCE VJ/ ANIMATOR/ DESIGNER

2015-PRESENT

MUSICAL FREEDOM/BRAND COLLECTIVE, Gainesville, FL

- Created video content for performances at Okechobee Festival
- Created 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

2015

VT PRODUCTION DESIGN, Los Angeles, CA

- Designed content, animated, and programmed interactions for Nike Vault, Santa Monica Pier Installations, 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 and assigned issues through Jira and participated in the QA process
- Wrote and fixed automated software testing using the Agile Development Process

INVOLVEMENT

GATOR VR FOUNDER/PRESIDENT

2016-PRESENT

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

UF DISNEY IMAGINEERING TEAM

2015

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