

Anna Shabayev

WORK EXPERIENCE

Brookline Interactive Group, Brookline, MA — XR/Multimedia

Coordinator

May 2019 - September 2019

Lead developer on Arrival VR, the first collaborative and participatory XR storytelling project on immigration. Works with staff, youth and adult members to support XR and traditional media projects. Shoots, edits, scripts, lights, and adds special effects to professional level media content, in the studio and out in the field, to deliver timely internal and external productions.

Bose AR Game Jam, Bose Boston Landing — Commissioned Work

March 2019

Commissioned to make a game to highlight the capabilities of Bose's new AR technology and exhibit the game to the public at PAX East.

National Center for Supercomputing Applications, University of Illinois at Urbana Champaign — Advanced Visualization Laboratory Intern

June 2018 - August 2018

Student Pushing Innovation intern to work on my own research with the guidance of the mentors in the Advanced Data Visualization Laboratory. Used Houdini to make geospatial data visualizations of Chicago data. Working on making Interactive Music Visualizations in Unity.

Network Security Research Group, University of Illinois at Urbana-Champaign — Undergraduate Research Assistant

June 2017 - August 2017

Network Security undergraduate research assistant developing network security ethics website for researchers, as well as working on developing a chatbot for VOIP calling.

Net Thunder, Wheeling, IL — Intern

June 2016 - August 2016

Server maintenance, network security in a startup specializing in instant cloud creation.

EDUCATION

University of Illinois, Urbana Champaign — Undergraduate

August 2016 - PRESENT

Computer Science in the College of Engineering Class of May, 2020 with Psychology Minor.

VOLUNTEERING

Pens To Lens Film, Champaign, IL — Animator, Production Assistant

June 2017 - August 2018

In Summer 2017, Storyboard writer, assistant set designer, assistant camera operator, and production assistant for "Stuffed," a winning script written for the Pens to Lens Gala. For Summer 2018, Animator for the film "Water You Sad About?" using Houdini.

IMSA Student Productions — President/Advisor

January 2014 - PRESENT

President (2015-2016) of the Illinois Mathematics and Science Academy (IMSA) digital media production club with roles including team management for directing multi-camera live streams, managing photo shoots, and community outreach to local schools teaching about the wonders of media production. Advised in July 2017 for a week long summer camp to students ranging from 3rd to 8th grade about the different aspects that go into a film production so they could produce their own anti-bullying PSA. And every winter since 2016, taught film production classes to current IMSA students.

HACKATHONS

(Winner) MIT Reality Hack (AR/VR) Hackathon - MIT - 2020

(Winner) Reality Virtually (AR/VR) Hackathon - MIT - 2019

Creating Reality (AR/VR) Hackathon - University of Southern California - 2018

Global Game Jam - 2019

Hack Illinois - University of Illinois at Urbana Champaign - 2016, 2017

Uncommon Hacks - University of Chicago - 2016, 2017, 2018

AWARDS

2020 MIT Reality Hack (AR/VR)

Hackathon - Best in Eye Tracking

Worked in a team to create a VR educational game to teach people about how biases affect their decision making.

2019 MIT Reality Virtually (AR/VR)

Hackathon - Best in Games & Learning

Worked in a team to create an asymmetrical co-op puzzle game between VR and AR (mobile) players.

CSAW 2015 High School Digital

Forensics Finalist Midwest Regional

Winner for Cyber Security Awareness Week (CSAW) and one of the eleven teams from around the globe to qualify for finals at the NYU Tandon School of Engineering.

2016 Uncommon Hacks at University of Chicago Winner

Worked in a team with Unity on a Virtual Reality game that allows players to interact with objects through Leap Motion.

1st Place 2016 Illinois All-Girls Chess Championship

TECHNICAL SKILLS

Java, C++, C, C#, Linux, Git, HTML5, CSS3, Python, JavaScript

Additional:

Adobe Creative Cloud Suite, Audio Engineering, Blender 3D Modeling, Houdini, Photography, Unity, Videography, Video Editing, Visual Effects, Virtual Reality

LANGUAGES

English (U.S. Citizen)

Intermediate:
Ukrainian, Mandarin Chinese, Russian

CONFERENCES

PAX East (Exhibitor) - Boston - 2019

Chicago XR Summit - 2019

XR for Change - New York - 2018, 2019

Target Women in Technology

Symposium - 2018

Game Developers Expo - Columbus - 2017

Think Chicago - Chicago Ideas Week

- 2017

Defcon - Las Vegas - 2016

ThotCon - Chicago - 2016, 2017, 2018