

Anna Shabayev

WORK EXPERIENCE

Ascent XR, Fishers, IN — AR/VR Developer

May 2021 - CURRENT

VR development to create VR simulation for complex medical devices used in the field.

XR Terra, Boston, MA — AR/VR Instructor

June 2021

AR/VR coaching and mentoring to help professionals build career-ready portfolios for the AR/VR industry.

Another Reality Studio, St. Louis, IL — AR/VR Developer

July 2020 - May 2021

AR and VR development working closely with clients on various applications, including an interior design app, an AR/VR educational book for children, and an enterprise solution using the HoloLens 2.

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.

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. Also made 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.

EDUCATION

University of Illinois at Urbana Champaign

Bachelor of Science in Computer Science | Minor in Psychology

August 2016 - May 2020

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

Bose AR Game Jam (Presented at PAX) - Bose Boston Landing - 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

(2016 Winner) Uncommon Hacks - University of Chicago - 2016, 2017, 2018

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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 a cross platform (Vive/ARCore) asymmetrical co-op puzzle game.

CSAW 2015 High School Digital

Forensics Finalist Midwest Regional

Winner for Cyber Security Awareness Week (CSAW) and one of 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

SKILLS

Coding Languages:

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

Development tools:

Unity, Git, Adobe Creative Cloud Suite, Spark AR, Blender 3D Modeling, Houdini

Other:

Virtual Reality, Augmented Reality, Videography, Video Editing, Visual Effects, Photography, Audio Engineering

LANGUAGES

English (U.S. Citizen)

Intermediate:

Ukrainian, Mandarin Chinese, Russian

CONFERENCES

AWE online 2020 (Volunteer)

PAX East (Exhibitor) - '19, '20

Chicago XR Summit - '19

XR for Change - New York - '18, '19, '20

Target Women in Tech Symposium - '18

Game Developers Expo - '17

Think Chicago - '17

Defcon - Las Vegas - '16

ThotCon - Chicago - '16, '17, '18