Brett Benda

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Education

PhD, Human-Centered Computing, University of Florida   **August 2019-Present**

    Advisor: Dr. Eric Ragan

    Research Areas: virtual reality, human perception, 3D interaction

B.S, Digital Arts and Sciences, University of Florida   **August 2015-May 2019**

    Cumulative GPA: **3.52/4.00**

Work Experience

Graduate Research Assistant, UF   **August 2019-Present**

Undergraduate Teaching Assistant, UF   **August 2017-May 2019**

- CAP3220 Introduction to Computer-Aided Modeling [Fall 2017]
- CEN3031 Introduction to Software Engineering [Spring 2018]
- COP3503 Programming Fundamentals 2 [Summer 2018, Spring 2019]

Undergraduate Research Assistant, UF   **October 2017-May 2019**

- Created character animation assets for interactive systems.
- Conducted over 200 user studies for several research projects.

Skills and Abilities

Software

- Autodesk Products (Maya, 3ds Max)
- Adobe Products (Photoshop, Premiere, Illustrator)
- Unity

Programming Languages

- Java
- C++
- C#
- Python

Honors and Awards

- Graduate School Preeminence Award   **Present**
- Dean's List   **Spring 2016, Spring 2017**

Extracurricular Involvement

DAS Representative, Engineering Student Advisory Council   **Spring 2017-Spring 2019**

- Attends regular meetings with representatives of other Engineering majors
- Holds meetings with department faculty about the state of the student population

President and Founder, UF Digital Arts and Sciences Club   **Fall 2016-Fall 2017**

- Founded and became President for UF DAS, a Special Interest Group of UF's ACM chapter
- Produced events with other clubs officers, such as general body meetings, software tutorials, and several multi-club collaborative events