

Brianna Ondris

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Skills

Languages + Frameworks

C#	TS	Angular v6 - 8
JAVA	HTML5	SQL
JS	SCSS	.NetCore
XML	CSS	Knockout
JSON	JQuery	LINQ
AJAX	Bootstrap	Lambda exp.

Developer / Design Tools

Unity	Sketch	Adobe Suit
ARKit	XCode	Swagger Hub
ARCore	Xamarin	Apigee
Firebase	Git	GhostInspector
Azure	Postman	Oculus Rift
Unreal	Maya	Raspberry Pi

Hackathons

Organized

Fair Futures Pitch Day Hackathon -
2019 October, NYC, Coordinated
run of show and demos.

Think of Us #HackFosterCare -
2017 October, Omaha NB,
Organized teams and event.
2017, Los Angeles + Silicon Vally,
Organization and worked event.
2016 December, NYC, Assisted
teams with technical help.

Participated

2018 Microsoft Ai Chatbot
Atlanta GA, Presented live demo.
2017 The Caregiver Hackathon
Richmond VA, Placed second.
2016 DC Hackital Hackathon
Washington DC, Winner of the
#Hack Harassment Challenge.

Accolades

- 2020 Displayed current research and installed work at VCU.
- 2017 Filter: Understanding Conceptual Code From the Digital to Physical (ACM Journal Publication). Journal published by Association for Computing Machinery.
- 2017 VCUArts Undergraduate Research Grant, Technology and Art Gallery show.
- 2017 Award of Excellence in KI.
- 2015 VCUArts Undergraduate Research Grant, GeOh app.
- 2014 - 2017 VCU Dean's List

Objective

To develop interactive technologies from UX / UI, frontend, to backend logic guided by a human centered design.

Work Experience

Unity Developer + UX Designer June 2018 - Present
Voicing Han - Richmond, VA

- Developed and Designed UX for an interactive avatar application that allows in-hospital patients to partake in a therapeutic storytelling experience.
- Utilized Unity(C#), Maya, Perception Neuron PRO System, and integrated AI Cortana for language recognition for application interactive AR functionality.
- Lead user testing with procedural outline in hospitals with patients.

Technology and Research Assistant Aug 2019 - Dec 2019
Virginia Commonwealth University - Richmond, VA

- Created lesson plan for an interdisciplinary course on Unity3D that supported the collaboration between Art and Computer Science majors.
- Led medium-sized classroom lectures that focused on UX for VR and AR and visual design elements for 3D and 2D app and web stylization.
- Expanded curriculum that educated on Unity, Maya, Oculus Rift, ARKit, ARCore, Meta Headset, Microsoft Kinect and Firebase.

Full Stack Developer Oct 2018 - May 2019
Markel Insurance - Richmond, VA

- Wrote API specifications for the Markel Development Portal. Ensured traffic flow and API testing with Apigee and Postman.
- Contributed UX and Web design to the Developer Portal Website and the consumption of the API's.

Full Stack Developer Jan 2017 - Sept 2018
Think of Us - Richmond, VA

- Aided in the development and maintenance of a web-based application using full development lifecycle processes for a nonprofit.
- Programmed backend logic C# API calls to query data from SQL database and within asp.net Core MVC frontend using Angular6.
- Designed, developed, and tested key feature on app, 'Digital Locker', that utilized a 3rd party API calls from Box.org.

Education

Bachelor of Arts (Kinetic Imaging) GPA - 3.8
Virginia Commonwealth University 2013 - 2017
Baccalaureate Certificate da Vinci Center - Department of Venture Creation

Volunteer

SIGGRAPH Asia Conference - Student Volunteer, 2019 Australia, 2018 Japan.
SIGGRAPH Conference - Student Volunteer, 2017 CA
1708 Gallery, Emerging Media Art, Volunteer 2015 - Present