

## **CHRISTOPHER CAMPANELLI, M.S.**

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### **KEY SKILLS**

**Programming Languages:** C#, Python

**Development Software|Programming:** Microsoft Visual Studio, Microsoft Visual Studio Code, Android Studio | **Version Control:** PlasticSCM, Git, GithubDesktop | **Game/AppDev:** Unity, ARKit, ARCore, Vuforia

**Workflows and Design Software:** Agile, MSTEams, Jira, Visio

### **EXPERIENCE**

**The DiSTi Corporation** – *Software Developer*

**July 2024 - Present**

- Designed, developed, and implemented software applications
- Developed and implemented engineering procedures and test plans for assuring quality
- Handled coding, debugging, testing, and troubleshooting throughout the application development life cycle

**MyndImmersive** – *Software Developer*

**May 2023 – June 2024**

- Utilized Unity Engine to create interactive virtual and mixed reality environments (VR and XR) for use with a standalone head-mounted display and integrated Android tablet application
- Created UI elements within the Unity software for display on the HMD and the Android tablet
- Developed Android applications within Unity Engine for use with the VR / XR environments in the HMDs & connected Android devices
- Composed C# scripts to expand functionality within the applications

### **EDUCATION**

**University of Central Florida, Orlando, FL** – *Master of Science in Modeling & Simulation*

**Spring 2022 – Spring 2024**

**Bachelor of Science in Psychology, Orlando, FL** – *Bachelor of Science in Psychology*

**Fall 2017 – Spring 2024**