

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

University of Central Florida, Orlando, FL – *Bachelor of Science in Psychology*

Fall 2017 – Fall 2021