

# CHRISTOPHER CAMPANELLI

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## EDUCATION

### Master of Science in Modeling & Simulation

Spring 2022 – Spring 2024

*University of Central Florida*

### Bachelor of Science in Psychology

Fall 2017 – Fall 2021

*University of Central Florida, Burnett Honors College*

*Minor: Sociology*

*Certificates: Behavioral Forensics Science & Criminal Profiling*

## HONORS & AWARDS

### RADM Fred Lewis I/ITSEC Postgraduate Scholarship

2022

*A scholarship awarded by I/ITSEC or the National Defense Industrial Association (NDIA)*

### Pegasus Gold Scholarship

Fall 2017 – Spring 2021

*A scholarship awarded for academic excellence*

### President's Honor Roll

Spring 2019 – Fall 2020

*An award that requires a 4.0 GPA for a given semester*

### Dean's List

Spring 2021

*An award that requires a 4.0 GPA for a given semester*

## TEACHING EXPERIENCE

### Undergraduate Teaching Assistant

Fall 2019

*EXP 3604: Cognitive Psychology*

- Grading cognitive labs, quizzes, and exams
- Logging grades and correcting errors if necessary
- Offering office hours for students requiring aid

## RESEARCH EXPERIENCE

### SMART Lab

Summer 2022 – Fall 2022

*Graduate Research Assistant*

*Dr. Roger Azevedo*

- Compiled literature for discussion
- Organized and summarized relevant articles

#### **Categorization and Decision Lab**

**Fall 2021 – Spring 2022**

*Undergraduate Research Assistant*

*Dr. Corey Bohil*

- Guided voluntary participants through the processes of a study
- Trained to use and maintain fNIRS equipment with volunteers
- Completed literature searches and reviews

#### **Minds In Technology / Machines In Thought (MIT^2) La**

**Fall 2021 – Spring 2022**

*Undergraduate Research Assistant*

*Dr. Peter Hancock*

- Completed literature searches and reviews
- Compiled relevant articles for discussion

### **PROMINENT COURSEWORK**

#### **Virtual Reality Engineering**

**Spring 2023**

*CAP 5115 (A-)*

- Created several projects in Unity to demonstrate knowledge of virtual environments, navigation, physics, interactions, user interfaces, and animations
- Showcased creations in a series of explanatory YouTube videos

#### **Augmented Reality Engineering**

**Fall 2023**

*CAP 6110 (B+)*

- Used Unity & ARKit to create iOS applications that exhibited knowledge of tracking, visual coherence, situated visualization, interaction, navigation, and connectivity
- Showcased creations in a series of explanatory YouTube videos

#### **Mixed Reality Project**

**Spring 2024**

*CAP 6117 (A)*

- Worked within a team of five to create a virtual reality escape room within Unity over the course of the semester
- Presented live demonstrations of the project at various stages of development

### **MEMBERSHIPS**

**UCF Burnett Honors College**

**Fall 2017 – Fall 2021**

**Psi Chi Psychology Honor Society**

**Fall 2020 – Fall 2021**

**American Psychological Association**

**Spring 2020 – Fall 2021**

## SKILLS

Android Development

Blender

C#, Python

Game Development

Unity