Christopher Campanelli, M.S.

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Education

University of Central Florida **Orlando, FL**
Master of Science in Modeling & Simulation Spring 2024

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

Experience

The DiSTi Corporation
Software Developer **July 2024 – May 2025**

- Developed a military training simulation for desktop and VR, featuring a naval weapons system.
- Analyzed military training manuals to identify key objects and integrated them into a database.
- Created functional specifications for interactive objects and organized them into design documents.
- Developed and integrated state machines to simulate tools, gauges, and panels, improving real-time system behavior and operational accuracy.
- Created step-by-step training lessons and conducted unit testing to debug and optimize performance.
- Utilized Microsoft Visual Studio, PlasticSCM, Jira, and proprietary DiSTi software.

MyndImmersive
Software Developer **May 2023 – June 2024**

- Developed a virtual reality simulation for elderly users to identify potential hazards in a home, designed to be paired with a companion tablet.
- Spearheaded a mixed reality range-of-motion game from conception that dynamically adjusts targets based on shoulder mobility values taken at the start.
- Designed reusable code systems and implemented a pass-through feature for the HTC Vive XR Elite, reducing time commitments for future projects.
- Created UI elements within Unity for display on the VR headset and the connected Android tablet.
- Managed version control with Git and integrated Vive Input Utility for headset functionality.

Technical Skills

Programming Languages: C#, C++, Python
Development Software: Microsoft Visual Studio, Android Studio, Xcode
Version Control: Git, PlasticSCM, GitHub
Game/AppDev: Unity, ARKit, ARCore, Vufuria
Workflows and Design Software: Agile, MSTeams, Jira, Visio

Academic Accomplishments

- Researched the psychological impacts of isolated, confined, and extreme (ICE) environments on astronauts and explored the use of virtual reality as a tool to mitigate stress and improve mental well-being during long-duration space missions.
- Developed a simulation to analyze service automation in the restaurant industry, measuring the efficiency of human servers, robots, and human-robot teams across two distinct restaurant layouts. Assessed the impact of restaurant size on overall service efficiency and operational performance.
- Researched the potential of neural implants as a driver of human evolution, focusing on their applications in treating neurological disorders, enhancing cognitive function, and integrating brain-computer interfaces to improve human-technology interaction across healthcare, education, and beyond.