

Deborah Mayers

+1 (704) 493-8127

dmayers340@gmail.com

<https://github.com/dmayers340>

<https://debmayers.com>

WebXR Representation of my resume: <https://dmayers.com/cv>

Skills and Developing Areas

Unity, C#, JavaScript, HTML, CSS, A-Frame, AR.js, React, React-XR, React-Three-Fiber, 3DS Max, MetaShape

Relevant Experience

Bank of America, Software Engineer II, Charlotte, NC

April 2020-present

- Organized an XR Center of Excellence to centralize some information about augmented and virtual reality.
- Built a [WebXR experience](#) about returning to the office which won an Innovation Challenge.
- Guided accessible product development for 60+ projects throughout design, development, and testing.
- Created an Accessibility Champions program as a Community of Practice to foster a more inclusive culture.
- Trained project teams how to test with JAWS, VoiceOver, TalkBack, Color Contrast, Keyboard Only, and with Zoom/Magnification.

JPMorgan, Software Engineer, Glasgow, United Kingdom

July 2018-April 2020

- Lead an XR Learning Community, where we built an AR application for internal conference that increased engagement during talks and provided incentives to attend talks.
- Collaborated in a Scrum team using React to create a client facing application used by over 10,000 users.
- Focused on refactoring code to make the application accessible and adhere to WCAG 2.1 AA guidelines.
- Implemented accessibility linters and accessibility automation testing.

Workplace Bias VR Training

September 2019-present

- Creating a VR experience that addresses biases in workplaces by allowing users to walk in someone else's shoes.
- Having completed the 3D modelling using 3DS Max, and the design of the characters using MakeHuman, the project is currently being designed for interactions and making virtual objects usable.

VR Experience of JPMorgan's New Building

Autumn 2019

- Based on the publicly available information, modelled and created a VR experience of the new building for JPMorgan using 3DS Max to show members of staff and apply for funding to support augmented and virtual reality in the firm.
- Added locomotion and interaction with doors and objects inside the building to allow users to explore the ground floor.

Website Development

2011-present

- Used React to create a personal website, and the website of Glasgow ARVR. <https://debmayers.com/>, <https://glasgowarvr.co.uk/> in order to learn more about coding and web accessibility.
- Established a website for a class presentation about the use of technology in museums and anticipating future adoptions of technology <http://digitalentertainmentinmuseums.weebly.com/>.
- Using A-Frame and AR.js to create WebXR experiences to provide unique ways to interact with content at museums and in the office.

Remembering Mithras: Can VR be Used to Learn About the Past?, Dissertation, University of Glasgow

September 2018

- Designed a Virtual Reality experience of the *Mithraeum* at Roman Fort of Carrawburgh using 3DS Max and Unity.
- Conducted a longitudinal study which tested user knowledge of the subject, before, after, and 10 days after participating in the experience.
- Created an evaluation to test user presence, ease of use, interaction level, sensory effects, and perceived level of historical accuracy inside the application to determine the effectiveness of the VR experience.
- Presented my research at the Theoretical Roman Archaeology Conference in Canterbury, April 2018.

Research and Projects

- Glasgow ARVR**, *Meetup group*, Glasgow, United Kingdom April 2019-April 2020
- Organized a meetup group in Glasgow to foster a community focused on immersive technology.
 - Meetings consist of workshops, talks, and networking either in person or in a virtual environment.
- The Not So Distant Distance Slabs**, *Insight Talk*, Hunterian Museum 30 May 2017
- Wrote and delivered an Insight Talk about the uses of digital media in museums.
 - Argued that the use of technology was one way to recontextualize the displaced artefacts from the Antonine Wall in the Hunterian museum.
 - Conducted a survey to ask members of the museum audience about their opinions of technology in museums.
- Center for Advanced Hindsight**, *Research Associate*, Durham, North Carolina January-August 2016
- Studied human behavior in the field of behavioral economics to try and understand how to create better decision making.
 - Attended a conference to understand the behavioral science behind user interaction with technology.
 - Assisted with the recruitment of people for studies, organized and scheduled appointments, increased sample group size by 10% and conducted entrance and exit interviews with participants.
 - Wrote a literature review on Individual Differences to understand the factors that related to decision making to collaborate on the design of a study.
- Persistent Playhouse Problems**, *Psychology of Consumers Course*, Duke University Summer 2014
- Visited local toy shop, The Playhouse, to evaluate location, signage, advertisements, and layout of the store.
 - Developed a business plan based on various aspects of consumer psychology which included de-cluttering the store, advertising on the street with a sign and through social media to improve sales.
 - Performed a SWOT analysis on business to determine what the store could change.
- Big Bog Parade**, *Parade Planner*, Kelliher, Minnesota Summer 2013
- Organized and lead parade with 29 float entries and 300 participants and attendees.
 - Promoted parade by writing a press release, calling radio stations, making flyers, and advertising via social media channels. Persuaded local businesses to create a float and join the parade.
 - Made announcement of winners of the parade in front of 100 people and distributed prizes.

Other Experience

- Target**, *Deli and Café Team Member*, Durham, North Carolina May 2015-January 2016
- TGI Friday**, *Waitress*, Durham, North Carolina August 2015-December 2015
- Pink Smock Gift Shops**, *Clerk*, Durham, North Carolina Spring 2012-Fall 2013, January 2014
- Village One Stop Gas Station**, *Head Clerk*, Kelliher, Minnesota 2009-2011, Seasonally 2011-2013
- Road Runner Drive In**, *Waitress and Cook*, Kelliher, Minnesota 2009-2011, Seasonally 2011-2013
- Duke University OIT**, *SWAT Team Member*, Durham, North Carolina September- December 2011
- Communicated with consumers, managers, and team members daily.
 - Worked in a team to stay on schedule and maintain standards of each establishment.
 - Maintained and served a loyal customer base by preserving a high level of energy and providing excellent customer service.
 - Increased sales by interacting with the consumer and keeping fresh products in stock.
 - Advised customers on which product was the most suitable for their needs.

Education

- University of Glasgow, MSc Information Technology** 2017-2018
Dissertation: Remembering Mithras: Can VR be used to learn about the past?
- University of Glasgow, MLitt Ancient Cultures** 2016-2017
Dissertation: Religious Landscape of the Roman Fort at Carrawburgh; Class Representative
- Duke University, BA Classical Civilization; Certificate Markets and Management Studies** 2011-2015