

Erin Argo

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EDUCATION

- **University of North Carolina at Greensboro** Greensboro, NC
Bachelor of Science in Computer Science Aug. 2021 – May. 2024
- **Halifax Community College** Weldon, NC
Associate of Science in Applied Science Aug. 2020 – May. 2021
- **College of the Albemarle** Elizabeth City, NC
Associate of Science in Applied Science Aug. 2017 – May. 2019

PROGRAMMING SKILLS

- **Languages:** Python, HTML, CSS, Javascript, C++, SQL, Java, C, C#, Kotlin, R, PHP
- **Technologies and Frameworks:** AWS, EC2, ReactJS, Vue, NodeJS, Laravel, Spring, SpringBoot, ThymeLeaf, Git, GitHub, Socket.io, DBDiagram, MongoDB, Unity, MetaQuest Development, .NET, NextJS, Unity, Unreal Engine

PROFESSIONAL PROJECTS

- **ArtBindr:** ArtBindr is a Social Media platform for Artists to connect with peers, build their portfolios, and build the community they want. <https://www.artbindr.com> and also open source at <https://github.com/erinargo/artbindr>
- **CardMe:** CardMe is an online adaptation for Cards Against Humanity built with a ReactJS front end and a NodeJS backend. It allows players to connect with their online friends and play a customisable match where they can also use custom decks of cards should they choose. Utilises Socket.io to provide real time updates to everyone in the same match. <https://www.cardme.com> and also open source at <https://github.com/erinargo/cardme>
- **Entities of the Void:** Entities of the Void is a 3D Peer to Peer multiplayer horror game built in Unity with C#. It allows players to connect with their friends and play a challenging PVE. This project was developed with a team of three in which I coordinated and developed multiplayer, Enemy AI, and the UI. <https://irlab.uncg.edu:8081/erinargo/entities-of-the-void>
- **Fashion Show in VR:** Fashion Show in VR was developed for a graduate student's thesis on sustainable clothing. This project supports VR multiplayer with any current (as of 2023) meta quest system. <https://irlab.uncg.edu:8081/erinargo/vr-fashion-show>
- **Portfolio:** My portfolio website is the one you will see when you click my name at the top of this resume. It was built with ReactJS and is hosted on AWS EC2. <https://www.erinargo.com> and also open source at <https://github.com/erinargo/portfolio>

EXPERIENCE

- **Petty Science Building - UNCG** Greensboro, NC
Research Assistant - FirstModulAR September 2023 - Present
 - **Research Aid - Systematic Review:** My experience on the FirstModulAR project is as the lead researcher managing the Systematic Review of the Literature to compile a taxonomy for and report on the state of the art for the current best practices for integrating Augmented Reality User Interfaces into the daily task flow of First Responders ranging anywhere from menial office labour to high stakes incidents such as house fires and medical emergencies. During my time on the team I managed two volunteers, one who would later be hired onto the project as well as Developing the taxonomy and Analysing and Disseminating data garnered from the Literature.

- **Project Description:** FirstModuLAR is a joint project between the Students and Professors at UNCG and the CEO and staff of NextGen Interactions. From the start, this project was and is still focused on identifying and investigating with first responders where and how VR/AR can most benefit public safety.

- **Walter Clinton Jackson Library** Greensboro, NC
Access Services Desk Secretary February 2023 - October 2023
 - **Stacks Assistant:** Processed and handled various books, visual aids, and documents as well as aided in the Summer 2023 Stacks Remodeling Preparation
 - **Desk Assistant:** First point of contact for the Library aiding patrons with excellent knowledge of the Library and its processes
- **Petty Science Building - UNCG** Greensboro, NC
Student - Computer Science August 2021 - May 2024
 - **Undergraduate Student of Computer Science:**
 - **Description:**