Malaya Heflin

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Education

University of Maryland, College Park

Immersive Media Design: Computing, BS   *Aug 2021 - expected May 2024*

- **GPA: 3.92**
- **Courses:** Object Oriented Programming I/II, Computer Systems, Discrete Structures, Organization of Programming Languages, Algorithms, Shaders in Threejs, Computational Media, Collaborative Studio Image & Time, Elements of Drawing, 2D Art, 3D Art, Technical Writing

Technical Skills

Programming   Java, JavaScript, Python, C/C#, OCaml, Ruby, Rust, HTML/CSS

Applications   Unity, Maya, Blender, Vicon Shogun and Nexus 2 Motion Capture, Microsoft/Google Suite

Experience

Computer Science Teaching Assistant   *College Park, MD*

University of Maryland - College of Computer, Mathematical, and Natural Sciences   *Aug 2022 - Present*

- Teach a computer science lab section with about 25 students twice a week, provide students with lessons and lead instructional activities in Java and other concepts covered in Object-Oriented Programming I/II
- Hold weekly office hours for a class of about 500 students to answer coding questions and assist with projects
- Grade class projects and exams, as well as exemption exams for Object-Oriented Programming I/II, Computer Systems, and Discrete Structures

Artistic Planning Fellow   *College Park, MD*

The Clarice Smith Performing Arts Center   *Jan 2023 - Present*

- Practice arts management while designing and implementing creative experiences for the NextNow Fest, an annual large-scale arts festival
- Present potential event ideas to partners, maintain documentation throughout planning process
- Build partnerships and form written agreements with community artists and internal organizations

Research Assistant   *College Park, MD*

University of Maryland, College Park   *June 2023 - Present*

- Analyze motion capture data with Nexus 2 mo-cap tools to post-process 80+ trial runs of falls and other movement performed by dancers
- Use motion capture rigs and movement data to produce final human animation within Blender software

Disney College Program Cast Member   *Orlando, FL*

Walt Disney World   *Jan 2022 - Aug 2022*

- Piloted the "Friendship" boats to safely transport 1000+ guests daily within the EPCOT theme park
- Improved public speaking while presenting informational and entertaining narration to passengers
- Maintained positive guest relations by interacting with visitors and answering general questions

Projects

Anodyne   *Jan 2023 - May 2023*

VR Application - Unity, C#, Maya

- Interactive experience in which user follows the story of post-apocalyptic humans living through VR, created in a team with three peers
- Digitally drew storyboard, modeled and animated assets in Maya, set up XR rig and interaction features within Unity with C script
- Publicly showcased within themed installation including projection

color me aMAZEd   *December 2022*

Video Game - Unity, C#

- Short game in which user navigates a random maze using surrounding color values as a guide, created in a team with three peers
- Specific contributions include implementing menu UI and post-processing effects for color change

Leadership & Activities

Motion Capture Studio Lab Monitor	Spring 2023 - Present
Kappa Theta Pi Professional Technology Fraternity	Fall 2022 - Present
XR Club Member	Fall 2022 - Present
Vice President of Communications, Resident Hall Association	Fall 2021