

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, Advanced Data Structures, Game Programming, Shaders in Three.js, Computational Media, Elements of Drawing, 2D Art, 3D Art, Technical Writing

Technical Skills

Programming Java, JavaScript, Python, C/C#, OCaml, Ruby, Rust, HTML/CSS, React Native, Three.js

Applications Unity, Maya, Blender, Vicon Shogun and Nexus 2 Motion Capture, Lens Studio, 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

NASA Ocean Undergraduate Researcher

College Park, MD

University of Maryland - Immersive Media Design

September 2023 - Present

- Collaborate with NASA and Univ of North Texas to design and implement an immersive experience conveying data from NASA's PACE program
- - Utilize Unity game engine and C# scripting to create an interactive projection display
- - Read data sets and turn them into hyper-spectral visuals using Python

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
- Maintain documentation and timeline throughout planning process
- Build partnerships, present potential event ideas to, and create formal written agreements with internal and external partners

Disney College Program Cast Member

Orlando, FL

Walt Disney World

Jan 2022 - Aug 2022

- Piloted the "Friendship" boats to safely and efficiently transport 1000+ guests daily within the EPCOT theme park
- Improved public speaking and communication while presenting informational and entertaining narration to passengers

Projects

superstAR

Summer 2023

AR Installation - Unity, C#, Arduino, MadMapper

- A musical-themed "escape room" in which players must interact with their physical environments via tablet to uncover clues and complete augmented reality games, all resulting in a final projection-mapped light display
- Accepted into UMD's New Works Incubator, where it was fully developed and set to exhibit as part of the Next Now Arts Festival in Fall 2023

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

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

Motion Capture Research Assistant

Summer 2023

Vice President of Communications, Resident Hall Association

Fall 2021