Maria Zelenika

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Portfolio: https://mariazelenika.github.io/

PERSONAL PROFILE

I'm all about communication, creativity, and staying organized as a newly graduated M.Sc. in Interactive Media Technology. Right now, I'm on the lookout for opportunities to level up my skills and dive into the working world. Throughout my studies, I've really come to value the importance of small details, teamwork, different experiences, and the environment. These values drive not only my projects and work but also how I go about each day!

EMPLOYMENT

15th Jan 2024 - 7th June 2024

Master Thesis Code Intern at Resolution Games
Stockholm, Sweden
- Conducted my master thesis research on weight perception in Virtual Reality, focusing on implementing two pseudo-haptic weight simulation techniques: velocity limiting and control/display ratio, using hand tracking as the interaction medium.
- Developed three tasks in Unity for relative and absolute weight discrimination to assess the accuracy of these techniques in influencing weight perception.
- Enhanced skills in Unity, hand tracking, UX research, and game design, while gaining valuable insights into VR game development through teamwork and collaboration within a professional game development team.

24th Jan 2023 - 7th June 2024

Illustrator at Osqledaren
Stockholm, Sweden
- Created digital and vector illustrations for the magazine using Adobe Illustrator and Photoshop, contributing to a wide range of articles and features.
- Gained recognition for creative and detailed artwork, enhancing the visual appeal of the publication.

3rd July 2023 - 31st July 2023

Internship Trainee at Kreativni odjel d.o.o.
Rijeka, Croatia
- Provided analytical feedback on the usability of the etinerary app (https://etinerary.app/), using various app usability analysis tools to improve user experience.
- Managed tasks efficiently and created user-friendly video tutorials for beginner CMS users, streamlining the learning process for new users.
- Worked with a team remotely, emphasizing strong communication and collaboration skills.

EDUCATION

15th Aug 2022 - 3rd June 2024

MSc in Interactive Media Technology
KTH Royal Institute of Technology, Stockholm, Sweden
Degree project: "Weight Perception in Virtual Reality: Combining Velocity Limiting and Control/Display Ratio with Hand Tracking"

23rd Sep 2019 - 7th Jul 2022

BSc in Multimedia Sciences and Technologies, curriculum Multimedia and Digital Industry
University of Udine, Italy
Grade: 110 cum laude
Degree project: "Deep Learning of automatic segmentation of COVID-19 lesions"

SKILLS

- **Programming Languages:** Python, C++, HTML, CSS, JavaScript, jQuery, AJAX, PHP, MySQL, Lua, p5.js
- **3D Printing:** Design and prototyping
- **Game Development:** Unity (Advanced), VR, Hand Tracking
- **UX Research:** Quantitative (surveys, questionnaires, A/B testing, log analysis) and Qualitative (interviews, usability testing, persona development)
- **Design & Creative Tools:** Adobe Suite (Premiere Pro, After Effects, Illustrator, Photoshop), Blender, Figma
- **Software Proficiency:** Microsoft Office Suite (Excel, PowerPoint, Word), Miro

Languages:

- Croatian - C2
- Italian - C2
- English - C1
- German - C1
- Spanish - B2
- Swedish - B1 (currently in Sva Grund delkurs 4)
- Japanese - A2

PERSONAL INTERESTS

o Reading books and manga
o Playing video games
o Cooking for my friends
o Studying new languages
o Listening to music
o Watching movies, series, and anime
o Swimming
o Drawing

REFERENCES

References available on request.