# MARIE URMANO

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http://marieurmano.github.io/


## EDUCATION

University of Florida, Gainesville, Florida

Graduation Date: June 2017

Degree: Pursuing B.S. in Digital Arts & Sciences Engineering

GPA: 3.64

## CURRENT COURSES

(COP4600) Operating Systems

(MAD4401) Numerical Analysis

(CEN4722) User Experience Design

(ART2305C) Perceptual Drawing

(THE2000) Theatre Appreciation

## UNIVERSITY INVOLVEMENT

WiCSE (Women in Computer Science Engineering) – Vice President
TYPE (Teaching Youth Programming Essentials) – High School Ambassador
University of Florida Women's Ultimate Frisbee (DIESEL)
ACM National Member (Association for Computing Machinery)
SWE (Society of Women Engineers)
WECE (Women in Electrical and Computer Engineering)

## AWARDS AND HONORS

Dean's List (Fall/Spring 2014, 2015, 2016)
Anne Frank Humanitarian Award (2012)
College Board AP Scholar (2012, 2013)
National Honor Society Inductee (2012)

## PROFESSIONAL EXPERIENCE

**PGT (Progressive Glass Technology) Industries – North Venice, FL**

**Marketing Product Engineering Intern** **May 2016 – Current**

- Played a role in User Experience to improve PGT's product assembly instructions, enhance their graphics, and rewrite the steps taken to build the product so that it makes sense to an assembler on a building site
- Acted as an advocate to the end user by communicating marketing and engineering information. Accomplished though the usage of AutoCAD, Microsoft Publisher, Adobe Illustrator, and Autodesk Inventor
- Creating exploded product graphics to be featured in an online web application for parts ordering to provide a better customer sales experience

**Design Engineering Intern** **June – August 2014, 2015**

- Extensive use of AutoCAD and Autodesk Inventor
- Created wireframe drawings of manufactured products to be featured in a construction catalog for the product
- Expanded 3D modeling familiarity and gained proficiency in the operation of a 3D mouse
- Experienced firsthand water tests, pressure cycling and impact testing on products using a high pressure air cannon
- Engaged in cross-business collaborations with different branches of the company, including:
    - Accounting and Marketing areas in order to produce a price list of a bill of materials for each individual window type
        - Conducted Excel programming to respond to the needs of each branch
- Performed MakerWare 3D prototype printing

## PROJECTS

**Virtual Reality Simulation for Google Cardboard – "Virtual Swamp Animals"**

Created in Unity 3D and implemented in C#. Depicts the food chain in a swamp environment, experiencing life as a pond skater, frog, and a hawk to interact with your environment with a full range of head movements. Simulates involvement in the experience with the presence of background noise, interactive sounds that the user triggers, and acting stimuli that give the impression of a coexisting ecosystem.

**Web Application for Teachers Emphasizing STEM in the Classroom – "issle.org"**

Created using the Mean Stack, AngularJS, MongoDB, HTML & CSS. Worked with a Software Development team as a front-end developer to create a web application helping teachers emphasize STEM in the classroom. Allows the creation of projects that feature specific Common Core Standards and are able to be shared between users, fostering creativity in lesson plans. By incorporating necessary standards into engineering tasks, students can learn engineering concepts while following State Common Core Standards.