Nicole Estelle Cruz Wright

wrightnicole2@yahoo.com – linkedin.com/in/nicole-estelle-wright-1038021a3/

Orlando, Florida

Education

University of Central Florida, Orlando, Florida
- **Major:** Computer Science, B.S. (GPA: 3.71)   **Graduated May 2023**

Work Experience

Applications Programmer at UCF RESTORES   **Aug 2023 – Present**

- Develop web applications using C#, .NET, and Microsoft SQL Server Management Studio utilizing libraries like LINQ, and designing/implementing responsive user interfaces
- Fullstack web development using HTML, CSS, and Javascript
- Design and implement user interfaces for web and mobile applications
- Scripting in C# for application development and management in Unity
- Support daily technological operations and development for VR applications, and websites running WordPress and .NET.
- Work with technical leads to support web, mobile, and VR application development, updates, and maintenance.
- **Technologies Used:** C#, .NET, Microsoft SSMS, Python, LINQ, HTML, Javascript, CSS, Figma, Github, Unity, Unity XR Toolkit

Projects

REACT REFRESHER Peer Support Website for UCF RESTORES   **Feb 2024 – Feb 2025**

- Developed using C#, .NET, Microsoft SQL Server Management Studio
- Designed and implemented user interface in Figma and built using HTML, CSS, Javascript, and ASP.NET
- Designed data analytics dashboard for the admin view of the site to visualize user demographics.
- Distributed to over 2,000 REACT users and 10+ Admins.
- **Technologies Used:** C#, .NET 4.8, Microsoft SSMS, Azure, HTML, Javascript, CSS, ASP.NET, Figma, GitHub

Restful Journey Mobile Game Application (iOS and Android) for UCF RESTORES   **Aug 2023 – Sept 2024**
- Inherited and enhanced legacy code to add data collection functionalities using Unity C#.
- Successfully published the application to both the App Store and Google Play Store, engaging over 50 participants in a sleep study for UCF RESTORES.
- Authored a comprehensive 20-page documentation to guide researchers in data collection with Unity Cloud and assist future developers in application modifications.
- Provide ongoing maintenance and bug fixes to ensure compliance with Google Play Store and App Store requirements.
- **Technologies Used:** Unity, C#, Xcode, Android Studio, GitHub

Virtual Reality Fantasy Game for Meta Quest 2   **Aug 2022 – Dec 2022**
- Lead user interface and level design for a virtual reality bow and arrow puzzle solving game for AI for Game Programming class project with a team of three other people. Designed main menu screen, user interface in-game, as well as the environment and puzzle design. Utilized wireframing, Unity user interface tools, interactive prototyping, storyboarding, and performed user testing. Integrated AI (finite state machines) into enemy actions. Won Best Technical in final Game Showcase out of 15 teams.
- **Technologies Used:** Unity, Unity XR Toolkit, C#, Figma

*References available upon request