

ROISIN RUMSEY

LEAD DEVELOPER

CONTACT



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700 Forest Ave. Orono, ME

SKILLS

- Adaptable Problem Solver
- Proficient in Unity 3D Game Engine
- Intermediate Skill in Swift, C#, C, and Python
- Certificate in Responsible Conduct of Research
- Knowledge in: HCI, Soft Skills, Collaboration
- Endless patience for bullshit

ACCOMPLISHMENTS

Student Representative

Lab outreach with Tyler Tech

WTM Gaming Scholarship
Recipient

Taught python class to
community

EXPERIENCE

SENIOR DEVELOPER

VEMI Lab

Sept 2021 - Present

- Oversee various projects and mentor new employees
- Assist in the design, maintenance, and optimization of a fully autonomous vehicle simulator
- Development of VR demos to showcase accessible solutions, such as spatial navigation with audio, in Unity and Unreal

DEVELOPER

VEMI Lab

June 2019 - Sept 2021

- Co - Developed AVA: a winning iOS app for the USDOT
- Designed and developed experiment on anthropomorphized audio guidance to test trust in technologies
- Worked collaboratively and communicated effectively to create a User Interface for a location web application

INTERNSHIP

VEMI Lab

June 2017 - May 2019

- Development on VR experience to test participants' trust in Autonomous Vehicles with Unity Game Engine
- Demonstrated entire research process including experimental design, human-subject trials, and data analysis
- Presented experimental data to senior management

EDUCATION

**B.A. INTERDISCIPLINARY
STUDIES: CS, HCI, LITERATURE**

University of Maine

2019 - 2023

SENIOR PROJECT:

- Development of 2D side scroller game in Unity
- Implementation of dialogue based storytelling game with Ink
- Development of FSM with Unity's Mecanim