

# Ursula Sarracini

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## Professional Skills

- Knowledgeable in the following programs:

Adobe Photoshop, Processing, Unity3D, and Arduino

- Able to write in Java, C, C++, C#, Objective-C, JavaScript and HTML/CSS
- Bilingual – English and French written and verbal
- Enjoy working in a team scenario
- Strong communication skills, self-motivated and able to take initiative

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## Education

- Currently enrolled at York University in the Computer Science honors program (BSc)

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## Professional Experience

Software Developer – Augmented Reality Lab York University 08/2013 – Present

- Developed augmented reality applications, currently available for download on the Google Play Store
- Notable projects include working with Steve Mann to create a mobile augmented reality application to visualize veillance flux emitted from cameras. Application was made in Unity3D using the Vuforia library

Research Assistant – GaMay Lab York University 08/2014 – 10/2014

- Assisted in the development of a responsive software framework implementing real-time visualizations to aid speech rehabilitation patients. 3D modeling and animations built in Unity using C#

Oculus Rift Developer – Lassonde School of Engineering 03/2014 – 07/2014

- Developed and designed an architectural virtual tour of York University's new Engineering building using the Oculus Rift

Software Developer – nD::StudioLab York University 03/2014 – 08/2014

- Designed and developed interactive iOS applications using OpenFrameworks/Objective-C and compiled in Xcode

Head Delegate – CUSEC 07/2014 – Present

- Coordinating the involvement in the 2015 Canadian University Software Engineering Conference for York University

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## References

- References available upon request