

# Samantha Garcia

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## EDUCATION

**University of Florida, Gainesville, FL**  
*Bachelor of Science, Computer Science*  
GPA: 3.71, Honors Program

May 2020

## RELEVANT COURSES

- Data Structures and Algorithms
- Computational Linear Algebra
- Introduction to Computer Organization
- Applications of Discrete Structures

## SKILLS

- Languages: C++, C#, Java, HTML5, CSS
- Software: Unity, Photoshop, Premiere Pro
- Foreign Language: Spanish (Native Language Proficiency)

## WORK EXPERIENCE

### Study Edge

Gainesville, FL

*Operations Intern*

January 2017 - March 2017

- Designed website layout emphasizing simple and smooth transition between corresponding pages
- Addressed dozens of reimbursement requests through interaction by e-mail with the customer
- Investigated potential cost reduction strategies by examining recent review sessions and their paper usage

## PROJECTS

### Dr. Holo

October 2017

*Program: Unity; Language: C#; Platform: Microsoft Hololens*

*MIT Reality Virtually Hackathon 2017; <https://devpost.com/software/dr-holo>*

- Led and worked with four other members to create an Augmented Reality app focusing on optimizing patient care and reducing medical errors
- Used Holokit SDK to develop initial User Interface design and implemented searching algorithm to retrieve patient information based on their MRN

### Dungeon Runner VR

June 2017 - December 2017

*Program: Unity; Language: C#; Platform: Google Cardboard for Android*

- Developed an infinite VR runner that reads gyroscope and Cardboard key input to determine movement of the player
- Implemented a User Interface in 3D space that follows the user's gaze and accepts input from the Cardboard
- Procedurally generated tiles to match the current z-axis position of the player and deleted passed tiles

## LEADERSHIP

### GatorVR

Gainesville, FL

*President*

April 2017 - Present

- Scheduling and organizing bi-weekly general body meetings while presenting at other clubs
- Working with faculty advisor to effectively integrate the VR for the Social Good class into the club
- Hosting bi-weekly officer meetings to plan events, special speakers, and showcases for over thirty members

## RESEARCH

### Virtual Experiences Research Group

Gainesville, FL

*Virtual Experiences for Dyslexia Awareness*

August 2017 - Present

- Using Unity Engine and later exporting to WebGL to construct a virtual reality experience aimed at increasing awareness of students with dyslexia through role-playing simulation
- Regularly meeting and presenting with other researchers to update on progress and discuss emergent technologies