

Samantha Garcia

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EDUCATION

University of Florida, Gainesville, FL
Bachelor of Science, Computer Science
GPA: 3.76, Honors Program

May 2020

RELEVANT COURSES

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

SKILLS

- Languages: C++, Java, C#, 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 prototype 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

Dungeon Runner VR

June 2017 – Present

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

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

Stranded

June 2017 – August 2017

Program: Unity; Language: C#; Platform: Oculus

- Worked with four other members to create a simulation that helps users know what to do when hit with a hurricane
- Created the starting scene and developed a script to show an alert when the user was in range of the water area
- Devised and implemented the User Interface for the Oculus which displays health, hydration, and notifications

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