

Samantha Garcia

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EDUCATION

University of Florida, Gainesville, FL
Bachelor of Science, Computer Science
GPA: 3.66, Honors Program

May 2020

WORK EXPERIENCE

Intel Corporation

Software Engineering Intern

Bellevue, WA

May 2018 - July 2018

- Made five Machine Learning (ML) computer vision UWP apps that will be used for Intel driver speedup testing
- Utilized the updated WinML framework with C# and XML to read the ONNX models and display the output
- Wrote wikis on the team page for setting up WinML apps and downloading Python WinML frameworks

Virtual Experiences Research Group

Autism Diagnosis Training for Pediatricians using Virtual Humans

Gainesville, FL

August 2017 - Present

- Helping develop a Unity project that uses Virtual Humans to simulate autistic characteristics in toddlers with the goal of helping doctors diagnose Autism Spectrum Disorder at early ages
- Regularly meeting and presenting with other researchers to update on progress and discuss emergent technologies

PROJECTS

Voxelcade VR

Program: Unity; Language: C#; Platform: Oculus with Touch Controllers

February 2018 - April 2018

AI for Computer Games Spring 2018; <https://github.com/sgarcia22/VoxelcadeVR>

- Collaborated with two classmates to develop an arcade-themed dungeon crawler VR game for class project
- Worked on integrating VR, movement, fighting mechanics, creating a wack-a-mole boss with filtered randomness
- Received a 4.56/5 Overall Average on Game Day Feedback and a 9.83/10 Peer Evaluation from teammates

VR Self-Defense

Program: Unity; Language: C#; Platform: Oculus with Touch Controllers

January 2018

SwampHacks IV; <https://devpost.com/software/vr-self-defense>

- Led three developers in creating an application within a three day span offering accessible self-defense practice
- Focused on game progression and self-defense mechanics requiring certain hand shapes and speeds to be used
- Helped set up User Interface, audio integration, Oculus Touch controls, and haptics

LEADERSHIP

GatorVR

President

Gainesville, FL

April 2017 - Present

- Scheduling and presenting bi-weekly general body meetings and workshops
- Partnering with University of Florida Organizations and Libraries to increase awareness of XR through joint events
- Collaborating with three local non-profits to have over 40 members participate in groups that provide Virtual or Augmented solutions to their institutions

RELEVANT COURSES

- Operating Systems
- Data Structures and Algorithms
- Computer Graphics
- Natural Language Processing with Python

SKILLS

- Languages: C++, C#, Python, Java, HTML5, CSS, JavaScript, MATLAB
- Tools and Software: Unity, Git, Anaconda, Photoshop, Premiere Pro
- Operating Systems: Windows, UNIX
- Foreign Language: Spanish (Native Language Proficiency)