Stefan Alek Salaices

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OBJECTIVE

Highly driven scientist with an interest in applying my interdisciplinary research experiences to the aerospace industry. Seeking any opportunities that may involve extended reality technologies, software, simulations, data science.

EDUCATION

Texas A&M University *Expected May 2026*
Aerospace Engineering BS
GPA: 3.961/4.00

RESEARCH

La Lechuza AR *Summer, 2023 – Present*
LEMUR Lab, Student Research Assistant

- Developing an AR application for the Magic Leap 2 headset using Unity and C# scripts to deliver multi-user, multi-sensory experiences for an immersive performance based on the Mexican folklore story of La Lechuza.

AGGIENOVA *August, 2022 – Summer, 2023*
Aggie Research Program, Physics & Astronomy

- Updated a scientific archive of supernovae data utilizing Python and The Neil Gehrels Swift Observatory.
- Created figures using Matplotlib to display the frequency of supernovae over the years and their types.

VR/AR IT Internship *Summer, 2020*
Grapevine Colleyville Independent School District, VR and AR Specialist

- Investigated XR technologies that could potentially be used in an educational setting such as a VR public speaking platform, a hands-on AR guidance system, and AR guided tours.
- Proposed a timestamp system on help desk articles to incentivize staff to follow through and close tickets faster.

TRIPP VR *August, 2019 – May, 2020*
VR Meditation, International Science Fair Research

- Collaborated with TRIPP VR to design, execute, and academically document an IRB approved research study: correlated virtual reality meditation with an 18.2% reduced perceived stress and 6.1% increase in mindfulness.
- Presented research at 5+ science and engineering fairs including Regeneron ISEF, receiving 5+ awards and honorable mentions from companies such as Lockheed Martin and the American Psychological Association.

PROJECTS

Hackathons *February, 2023 & August, 2023*
Chillenium Game Jam, HomieJam!

- Programmed a 2D puzzle platforming game in 48 hours for a competition, winning a prize for Best Game Design.
- Developed a UI and inventory system using Unity's C# scriptable objects for a first-person survival game.

TURTLE Robotics *August, 2021 – May, 2022*
Hatchling, Germination

- Constructed and designed a remote-controlled catapult to precisely launch balls and score points in a competition.
- Selected components and designed the chassis for a high-pressure aeroponics growth system.

LEADERSHIP

Texas A&M Competitive Valorant ESports Summer, *2021 – Present*
Team Captain, Player

- Led one of our prestigious Valorant teams as an in-game leader and team manager to compete in major collegiate tournaments including a LAN tournament, resulting in a 3rd place finish.