

Victoria Parsonage Ueda

✉ varpu19@gmail.com

☎ (925) 444-5298

in

https://www.linkedin.com

/in/victoria-ueda/

Summary

Looking for a job in the field of interactive software and/or hardware development. Has an eye for details, as well as the ability to see and consider the full picture of the overall design and purpose. Eager to dive right into new experiences with a thirst to learn. Would like to further develop skills to be able to create something creative, and innovative. Has a strong passion for what I do, and wants to help bring the imagination to reality, and bridge the digital with the physical.

Skills

COMPUTER LANGUAGES

JavaScript

HTML

CSS

Python

C++

Unreal Blueprint

Xamarin

TOOLS

Git / GitHub

Unreal Engine 4

Unity

Maya

Adobe Photoshop

Adobe Illustrator

Figma

Google Suite

Microsoft Office

SOFTWARE / HARDWARE SKILLS

Arduino

Raspberry Pi

AR

VR

Soldering

Microcontrollers

Education

Rochester Institute of Technology

B.S. New Media Interactive Development

B.S. Interactive Engineering with Visualization

Immersion Public Relations and Advertisement

School of Interactive Games and Media (Ranked 5th nationally)

Types of courses taken: 3D Modeling | Object Oriented Programming | Device Development | Electrical Engineering | Microcontrollers and Processors | Game Development | Web Development | Mechanical Circuitry Systems | AR/VR/XR | UI/UX Design | Graphic Design

Projects

NASA Gamification and Performance-Based Monitoring of Sensorimotor Training Activities (GPBA)

Aug. 2021 - May 2022

- **Won 1st place award** in Technology, the Arts, and Design (TAD) Competition
- Built a gamified VR training system that combines interactive games with real-time visual biofeedback for proprioceptive training, performance-based assessment, and sensorimotor conditioning.
- Developer on a team working with engineers, and exercise scientist
- Integral in creating an Indiana Jones inspired game (Starcheologist)
- Worked on the communication between game and rig system

Augmented Reality Game Glasses

Jan. 2022 - May 2022

- Designed, built, and programmed AR glasses that allowed the user to play an obstacle avoidance game by moving their hand levitation
- Used: Transparent Graphical OLED, Arduino Mega, Ultrasonic sensor
- Utilized SPI communication, C/C++ Arduino code, and the HyperDisplay Library

iPhone Facial Motion Capture

Feb. 2021 - May 2021

- Make a 3D model face mirror a facial expression, live
- Using Apple iPhone TrueDepth technology and Unreal Engine 4

LED Grad Cap "BrightMinds"

Feb. 2021 - May 2021

- Created a customizable LED graduation cap with a connecting mobile site that allowed the user to edit or create their design and send it to the cap
- Sole developer working with a team of 3 designers
- Did all of the back end and most of the front end development as well as the hardware engineering
- Integral in the product design and creation process

Recent Experience

RIT Department of Computer Science

Front End and AR Developer

Rochester, NY
Aug. 2020 - May 2021, Aug. 2021 - Dec. 2021

- Working in a team to create a cross-platform/multi-device AR experience to be used in a theatrical setting
- Working with Unity and Unreal Engine 4, using Magic Leap, Hololens 1 & 2
- Incorporating image tracking
- Mobile site developer

ID Tech

Online Private Instructor

Remote
July 2020 - Present

- Create and deliver lesson plans to students aged 7-19
- Guided others in ideation, design, and development of projects
- Collaborating with a network of instructors over Slack and email
- Teaching students: JavaScript, HTML, Python, Micro:bit, Scratch, Arduino, Photoshop, Sphero RVR
- Create websites, games, and electrical/robotic projects with students

Activities

Alpha Sigma Alpha Sorority

NCAA Division III Diver

3meter and 1 meter Woman's Diver

RIT E-Sports Team