

Juanita Benjamin

<https://juanita-benjamin.github.io/Juanita-Website/>

Email : Juanita.Benjamin@ttu.edu

Mobile : +1-806-281-3052

EDUCATION

Texas Tech University

Bachelor Science in Computer Science

Lubbock, TX

Expected Graduation: May 2022

PROGRAMMING SKILLS

• **Languages:** Python, C#

Technologies : HTML& CSS, Unity, PyCharm, Rider, VS Code

EXPERIENCE

• XR Terra Bootcamp

Boston, MA

XR Terra, Hakan Satiroglu

January 2021 - April 2021

- Currently gaining skills to become a gameplay programmer and XR developer with the use of the Unity Game Engine, and implementing solutions for industry XR projects.

• McNair Scholar Research Intern

Lubbock, TX

Texas Tech University, Dr. Tommy Dang

May 2020 - Aug 2020

- Created an Augmented Reality App for users to learn about 3D airplanes via an augmented space, with the aid of augmented reality markers. With this app the user can interact with the 3D models on screen, as well as use the buttons to perform different actions.

• Undergraduate Research Intern

Miami, FL

Florida International University, Dr. Nikki Pissinou

May 2019 - Aug 2019

- Engaged in furthering research for Secure Multiparty Computation in robotics.
- Collaborated with an assistant professor, graduate student, and research colleague to devise data oblivious programs about single-source-single destination

PROJECTS/HIGHLIGHTS

• AR Instant Pot:

April 2021

- Partnered with team members to create an AR experience that gives instructions to the user on how to use the Instant Pot.

• Mend:

March 2021

- Collaborated with a team to work with the creators of Mend from Digital Precept to implement a communication system with emoji's between the VR and computer player.

• VR Beanbag:

February 2021

- Created a virtual reality application of the beanbag toss game called Corn Hole.

• SpaceShooter:

February 2021

- Built a 2D game that incorporates the player as spaceshooter and alien enemies, that the player has to destroy.

• Haunted Jaunt:

January 2021

- Implemented C# methods in a 3D game for third person playmode.

• AR Aircraft:

September 2020 - Present

- Implemented barcode markers in AR to display 3D aircraft models