

JUANITA BENJAMIN

Ph.D student— Computer Science

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Education

University of Central Florida

Ph.D., Computer Science

Present

Orlando, FL

University of Central Florida

Bachelor of Science in Computer Science

2018-2022

Lubbock, TX

Research Experience

Present **Graduate Research Assistant**, SREAL, UCF

2019 - 2022 **Undergraduate Researcher**, iDVL, TTU

2019 **Undergraduate Researcher (REU)**, Florida International University

Publications

Conference

1. Jake Gonzalez, Chau Pham, Afamefuna Umejiaku, Juanita Benjamin, and Tommy Dang. 2021. SkeletonVR: Educating Human Anatomy Through An Interactive Puzzle Assembly. In The 12th International Conference on Advances in Information Technology (IAIT2021). Association for Computing Machinery, New York, NY, USA, Article 36, 1–5. DOI: <https://doi.org/10.1145/3468784.3471605>
2. Juanita Benjamin, Tommy Dang. 2021. Virtual Simulation of 3D Modeling. In the 18th International Conference on Modeling, Simulation and Visualization Methods (MSV2021). Computer Science, computer Engineering & Applied Computing (Pending).

Workshop

1. Priscilla Ramos; Meelad Doroodchi; Austin Erickson; Hiroshi Furuya; Juanita Benjamin; Gerd Bruder; Gregory F. Welch Effects of Optical See-Through Displays on Self-Avatar Appearance in Augmented Reality. (In: Proceedings of the International Symposium on Mixed and Augmented Reality (ISMAR), IEEE Forthcoming)

Awards

2022-2023 **McKnight Doctoral Fellowship**, UCF

2021 **Christopher Rodriguez Research Presentation Award**, TTU

2021 **Benjamin A. Gilman Scholarship**

Professional Experience

University of central Florida

Graduate Research Assistant

Present

Orlando, FL

- Developing projects that are aligned with my research interest in Augmented, Virtual and Mixed Reality.
- Currently working on a project based on distance, size and speed perception in Augmented Reality.

MIT

Software Developer

October 2021 - November 2021

Remote

- Worked as a software developer to improve an Augmented Reality (AR) app for Massive Open Online Courses (MOOCs)
- Collaborated with team members using version control systems such as Git to organize modifications and assign tasks.
- Utilized Vuforia SDK's image tracking to display the target object.

Unity College

April 2021 - June 2021

Junior XR Developer Intern

Remote

- Worked as a software developer to improve an Augmented Reality (AR) app for Massive Open Online Courses (MOOCs)
- Collaborated with team members using version control systems such as Git to organize modifications and assign tasks.

Service & Outreach

Professional

2022 **Girls Who Code** UCF, Membership Chair