

# WENDY ANNA BEUMEL

EXPERIENCE DEVELOPER

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in wendyanna

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📍 Orlando, FL

## EDUCATION

**University of Central Florida**      2014 to 2018  
Bachelor of Arts Digital Media: Game Design 2018

## SKILLS

**SPECIALTIES:** Unity Development, AR/VR Development, C# Scripting  
**GAME DEVELOPMENT:** Project Management, Game Design, UI/UX Design, Adobe CC, Autodesk Maya  
**INTERPERSONAL SKILLS:** Presenting, Youth Mentoring, Leadership

## EMPLOYMENT

### 302 INTERACTIVE

Mixed Reality Developer

- Developing AR/VR games, apps, and user experiences
- Constantly involved with production on multiple projects, using a 2 week sprint system

Orlando, FL  
May 2018 to Current

### GIRLS MAKE GAMES

Summer Camp Counselor

- Mentored a team of 5 middle school girls in Unity development for 3 weeks in July
- Guided my team through the entire game development process, including designing, iterating, and debugging

Durham, NC  
July 2018

### E2I CREATIVE STUDIO

VR Developer Intern

- Collaborated with 7 other interns to design and create an immersive 3D environment for the HTC Vive
- Practiced Agile development methods using LiquidPlanner for Scrum and TortoiseSVN for revision control

Orlando, FL  
Jan. 2018 to Apr. 2018

## PROJECTS

### HOLLOWZONE WAX HOUSE

Debugged/refactored an existing 1-4 player VR experience built for a 30x30ft open space

Dec. 2018 to Jan. 2019

### VERAPY THERAPY

Developed VR physical therapy minigames for the Pico Neo in collaboration with Verapy, LLC

Oct. 2018 to Sept. 2018

### ELECTRIFLY

AR Android/iOS app made with Unity

May 2018 to Current

### JUST FOCUS!

VR (HTC Vive/Oculus Rift) ADHD simulation made with Unity, prototyped in one weekend at MeGa Health Jam 2018

Apr. 2018 to Current

### VR PTSD/APHASIA THERAPY PROJECT

VR (HTC Vive) immersive experience made in Unity designed to be used in therapy for patients with Aphasia

Jan. 2018 to Apr. 2018

### VR CHESS

VR (HTC Vive) 3D interactive chess game made with Unity in just 2 weeks - this was my first ever VR project.

Jan. 2018 to Jan. 2018

### BUFFET BLAST

3D multiplayer arcade game (1-4 players) created in Unity in 12 weeks by a team of 9 people

May 2017 to July 2017

## AWARDS

LearnDistrict · GIRLS MAKE GAMES SUMMER FELLOWSHIP 2018

July 2018

UCF School of Visual Arts and Design · PERSEVERANCE AND DETERMINATION AWARD

Apr. 2018

Unity Technologies · UNITY AND GDC STUDENT SCHOLARSHIP

Mar. 2018

XBOX Women in Gaming · GDC GAME CHANGER SCHOLARSHIP

Feb. 2017