

WENDY ANNA BEUMEL

INTERACTIVE DEVELOPER

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in wendyanna

🌐 www.wendyanna.com

☎ (954) 593 - 6912

📍 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 April 2018

PROJECTS

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

April 2018 to Current

TOYS N TYRANTS

3D local multiplayer (1-4 players) game project made with Unity

Jan. 2018 to April 2018

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 April 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

FISH FRENZY

2D arcade game (1-2 players) made in Unity, designed for the arcade machines at the UCF School of Visual Arts and Design

Aug. 2017 to Nov. 2017

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

April 2018

Unity Technologies · UNITY AND GDC STUDENT SCHOLARSHIP

March 2018

XBOX Women in Gaming · GDC GAME CHANGER SCHOLARSHIP

Feb. 2017

Indie Galactic Space Jam · MOST IMPROVED GAME DEVELOPER

Sept. 2016