

# Cassandra Naomi Monden

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## Objective

To obtain a full-time position in Game, Unity, VR/XR, and/or Web Development.

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## Education

### Georgia Institute of Technology

Atlanta, GA

Bachelor of Computational Media in

People and Interaction Design and Experimental Media

Jun. 2015 - Dec. 2021

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## Experience

### Expressive Machinery Lab

Aug. 2018 - Present

- Created an interactive dance experience: LuminAI using machine learning and the Microsoft Kinect.
- Also worked on a web and tabletop touch screen educational experience: Xylocode.

### OFS Optics

Summer 2020

- Created and maintained various utility and front-facing web applications using ASP.NET.
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## Projects

### LuminAI

- Utilizes Unity, C#, MongoDB, the Rokoko Smartsuit, and machine learning to create a fully interactive dance partner that can learn and dance with users.
- Collaboratively performing a dance and creativity study with Kennesaw State University.

### The Blademistress Trials

- Utilizes Unity, C#, and Maya to create a 3D third-person adventure game for PC.
- Rendered in Unity's Universal Render Pipeline, using HLSL, Shader Graph, and more.

### Ireti

- Directed by Angelik Laboy, Ireti is a VR film about grief and relationships as they pertain to race, gender, and sexuality.
  - Was Motion Capture Lead and VR Developer. Using Unity, C#, and Rokoko Smartsuit.
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## Skills

- Large amount of Proficiency and Experience in Unity, including VR/XR and URP.
- Professional Web and Graphic Design skills and experience.
- Proficiency and Experience in C#, Javascript, CSS, HTML, Java, Javascript, Python, etc.
- Experience in web and mobile development with React, d3, React Native and ASP.NET.
- Experience in Adobe Creative Suite Applications such as Photoshop, Illustrator, Indesign.
- Lifelong Experience in Microsoft Office, especially in Excel.